



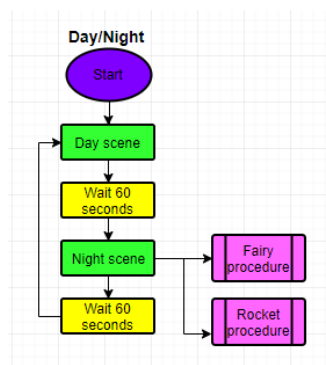
# Mossfield Primary School Knowledge Organiser



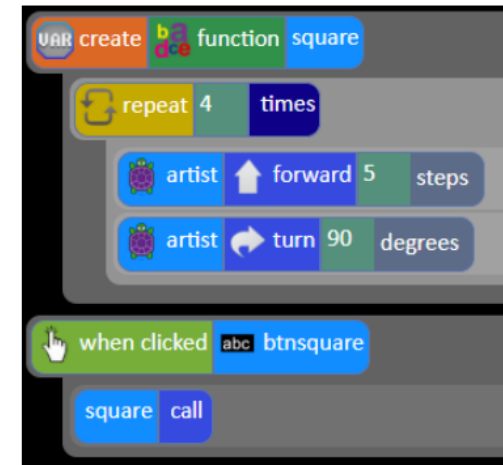
Year 6 — **Coding**. Code is the language used to instruct computers. A computer program is a series of algorithms written in a language that tells a computer what to do. Scratch and 2Code can be used for programming.

## Key Learning

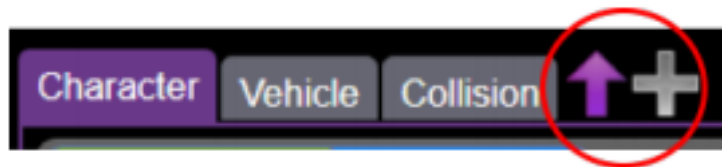
To use the program design process, including flowcharts, to develop algorithms for more complex programs.



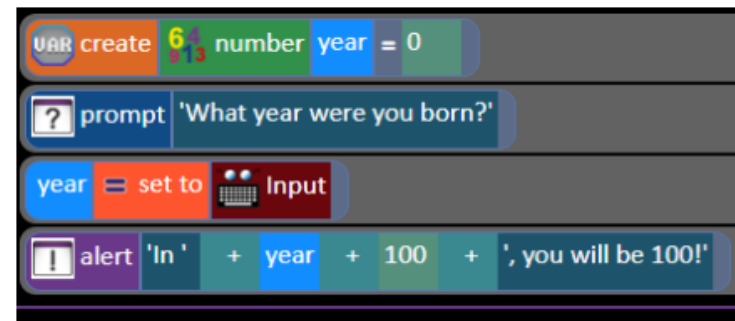
To code, test and debug designs.



To use functions and tabs to improve the quality of the code.



To code user interactivity using input functions.



# Key Vocabulary

Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Bug	A problem in a computer program that stops it working the way it was designed.
Command	A single instruction in a computer program.
Control	These commands determine whether parts of the program will run, how often and sometimes, when.
Debug/Debugging	Looking for any problems in the code, fixing and testing them.
Event	Something that causes a block of code to be run.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Output	Information that comes out of the computer e.g. sound.
Object	An element in a computer program that can be changed using actions or properties.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Sequence	This is when a computer program runs commands in order.
Selection	This is a conditional/ decision command. When selection is used, a program will choose a different outcome depending on a condition.
Simulation	A model that represents a real or imaginary situation.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.