



KS1 Computing Knowledge Organiser Year 1 Spring 2: iProgram



What I will learn (sticky knowledge)

I can understand that **algorithms** are implemented as **programs** on a range of digital devices.

I can give **instructions** to a programmable toy.

I can plan a simple **algorithm** that controls a toy.

I can **program** a virtual object to move on-screen objects.

I can record a **sequence** of instructions in a common format.

I can find and fix problems in a computer **program**.

E-safety. I can use technology safely and respectfully.

Key questions

What is an algorithm? *A set of instructions that are followed to achieve a task.*

How do we give computers instructions? *In 'code'. Instructions given in a language computers can understand.*

What does debug mean? *Fixing and fixing problems in algorithms and computer*

Key Vocabulary	Definition
Algorithm	A set of steps to finish a task.
Instruction	How something should be done
Sequence	A particular order to follow
Program	An algorithm that has been written in a language (coded) that a computer can understand
Debug	Fix a problem in a program
Repeat	The action of doing something over and over again
Output	A way to get information out of a computer

What I should already know

I can recognise that a range of technology is used in places such as homes and schools.

I can switch devices on and off safely.

I can use a range of technology.

What I will learn next

I can create and debug simple programs.

I can create precise and unambiguous instructions.