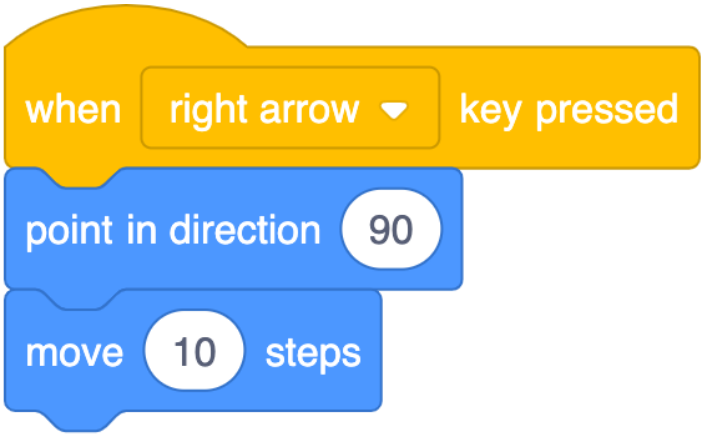
St Andrew's Church of England Primary School

LKS2 Knowledge Organiser – Term 6 Computing – Programming, Events and Actions.

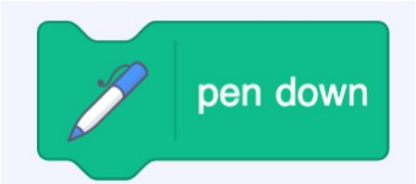
Key vocabulary	
action	Actions are the movements, sounds and changes of appearance of the sprite in Scratch. Action blocks can be 'motion' blocks (coloured blue), 'sound' blocks (pink) and 'looks' blocks (purple).
algorithm	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task.
code	The commands that a computer can understand and run.
debugging	The process of finding and correcting errors in a program.
event	An event tells the computer when to run the code or the program. Event blocks are yellow in Scratch.

Outcomes

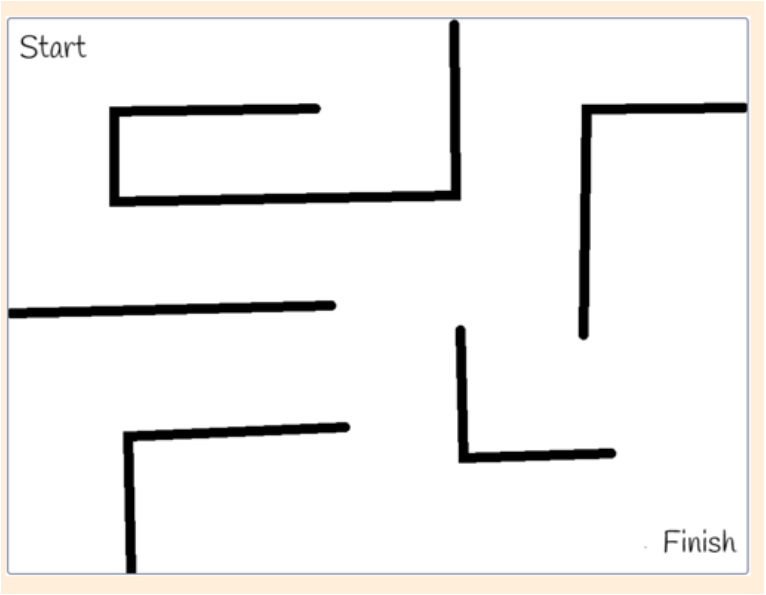
- explain how a sprite moves in an existing project
- create a program to move a sprite in four directions
- adapt a program to a new context
- develop my program by adding features
- identify and fix bugs in a program
- design and create a maze-based challenge



Scratch blocks are used to create the code for an algorithm.



The pen down block allows the sprite to draw lines in Scratch.



Sprites can be programmed to move around a simple maze.