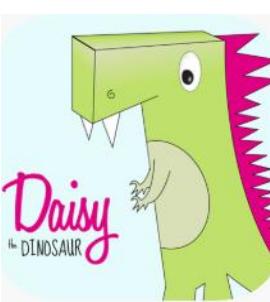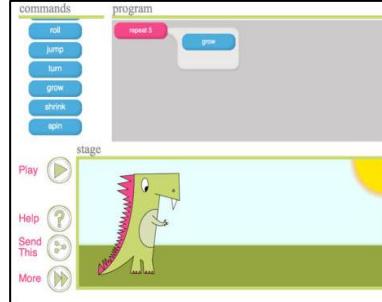# St John Fisher RC Primary School
## Year One Knowledge Organiser – Spring One – Computing – Programming

| What we will be learning | Key Facts to Remember |
|---|---|
| **Weeks 1 - 4**<br>**I know:**<br>• How to understand algorithms.<br>• How to create simple algorithms.<br>• How to use programming with Daisy the Dino.<br>• How to design an animation algorithm.<br>• How to program animations in Daisy the Dino<br>• How to debug and share. | • I can explain what an algorithm is and give examples from my daily life.<br>• I can create simple algorithms using clear and ordered steps.<br>• I can use Daisy the Dino to follow a set of programming instructions to create animations.<br>• I can design a simple animation algorithm that outlines how I want my animation to appear and function.<br>• I can program basic animations in Daisy the Dino, correctly applying my designed algorithms.<br>• I can identify and fix errors in my programming (debugging) and share my animated creations with classmates. |

### Key Vocabulary and Glossary

- **Algorithm** - A set of clear instructions that tells someone or something how to do a task.
- **Programming** - Writing instructions for a computer to follow.
- **Debug** - Finding and fixing mistakes in a computer programme or algorithm.
- **Animation** - Moving images made by showing a series of still pictures.
- **Code** - The language used to tell a computer what to do.
- **Daisy the Dino** - A fun app where we can learn to code and create animations.
- **Steps** - The individual instructions in an algorithm that are followed one after the other.

### Interesting Facts

- The word **algorithm** comes from the name of a Persian mathematician, Muhammad ibn Musa al-Khwarizmi.
- Many everyday tasks involve algorithms, like baking a cake, where you follow steps to achieve the end result!
- Learning to code helps develop problem-solving skills and logical thinking — important skills in all areas of learning.

### Apps & Software

**Daisy the Dinosaur**
Daisy the Dinosaur can roll, spin, jump, grow and shrink! Learn basic computer programming skills by inputting a sequence of instructions to make Daisy move.

**SeeSaw**
An educational platform that can be used to create an electronic portfolio of children's completed digital work.