



St John Fisher RC Primary School

Year Two Knowledge Organiser – Spring Term One – Computing - Programming

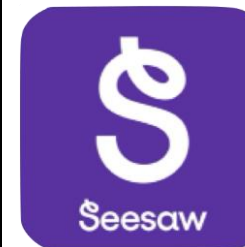
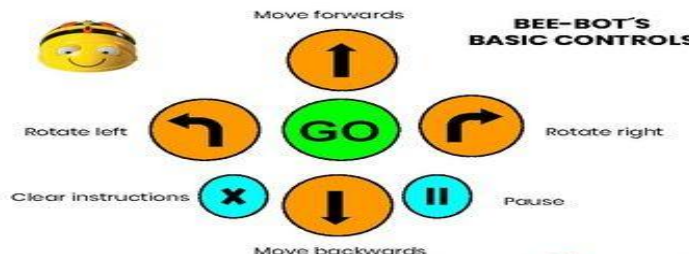
What we will be learning	Key Facts to Remember	
Weeks 1 - 4 I know: <ul style="list-style-type: none"> How to understand algorithms and logical reasoning. How to create and predict outcomes of simple programs. How to debug simple algorithms. How to use logical reasoning. How to use programming of increasing complexity. How to debug more complex programs. 	<ul style="list-style-type: none"> I can understand that an algorithm is a set of clear steps to do something. I can create simple programs for the Bee-Bot app, like "move forward, turn left, and move forward again." I can guess what will happen when I run my program. I can find and fix my mistakes if the Bee-Bot does not go where I want. This is called debugging! I can use my thinking skills to understand why my Bee-Bot did what it did. I can work on fun challenges that need more complex steps and debug them effectively! 	
	Key Vocabulary and Glossary	Interesting Facts
	<ul style="list-style-type: none"> Algorithm - A set of step-by-step instructions to solve a problem or complete a task. Debug - To find and fix mistakes in a program or algorithm. Logic - The reasoning used to think about problems in a clear and consistent way. Program - A set of instructions for a computer or robot to follow in order to perform a task. Input - Information or data that you give to a computer or robot. Output - The information or result produced by a computer or robot after following the program. Sequence - A specific order in which steps or instructions are carried out. Predict - To make an educated guess about what will happen next in a program based on the steps given. Robot - A machine that can be programmed to carry out tasks, often used in computing. Button - A control on the Bee-Bot app that you can press to make the robot move. 	<ul style="list-style-type: none"> The first computer program was written by Ada Lovelace in the 1800s. Robots like Bee-Bot can help us learn about computer programming without needing to know complicated coding! Programming is used in everyday devices like phones, computers, and even video games!

Apps & Software



Bee-Bot

The Bee-Bot App from TTS is based on our well-loved and award winning Bee-Bot floor robot. The App makes use of Bee-Bot's key functionality and enables children to improve their skills in directional language, programming sequences of forwards, backwards, left and right 90 degree turns.



SeeSaw

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