

Year 3

Autumn

Knowledge Organiser: Computing

Coding



What have I learnt already:

Logical thinking:

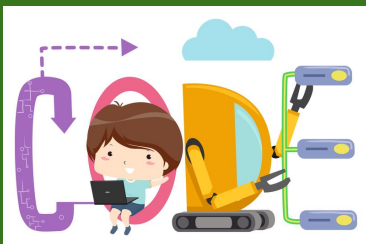
Break down familiar processes into a flow diagram

Explain that an algorithm is a set of instructions

Coding and Problem solving:

Sequence instructions

Combine commands to achieve an outcome

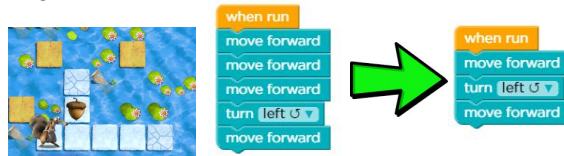


Key Learning:

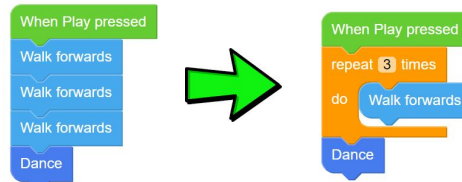
Comparing types of coding language. What is the **same** and what is **different**?



Identify problems within code and debug them



Use a **repeat** command to make **programs more efficient**



Key Vocabulary:

Program



Instructions written in a language (code) computers can understand

Compare



Examining the similarities or differences

Bug



A coding **error** in a computer program

Debugging



Finding and correcting errors

Symbol



A **sequence of instructions that is continually repeated** until a certain condition is reached

Memory



Storage space in the computer

Stored



Saving information for later use