

Year 5

Autumn

Knowledge Organiser: Computing

Coding



What have I learnt already:

Logical thinking:
Breaking down complex problems into precise instructions

Coding and problem solving:
Use a repeat command to make programs more efficient

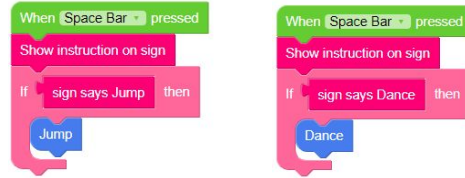
Work systematically through a program to **debug** errors

Key learning:

To **create algorithms that solve** the same **problem** in different ways

To use simple selection ('if...then...') to **make programs more efficient**

To **use more complex selection and conditionals** ('if...then...' 'while...' 'until...') in a program



To know that **variables can** be introduced to **control outcomes** in a program

When...

Wait...

Until...

Repeat...

Stop...

Key Vocabulary:

Process



A program that is running on your computer.

Dilemma



When a **difficult choice** has to be made between two different things

Sprite



A **2D image** used in video games or animation.

Until



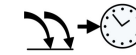
Up to a particular time.

While



A series of events happening at the same time

Repeat until



Instructions that happen over and over again until a condition is met

if...then...



A **conditional statement** that, if proved true, performs a function.

