

# Year 6

Autumn

## Knowledge Organiser: Computing

### Coding



#### What have I learnt already:

To create algorithms that solve the same problem in different ways

#### Create and communicate:

To use basic graphic elements to create a simple diagram

#### Coding and problem solving:

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

#### Key learning:

- Use simple selection ('if...then...') to **make programs more efficient**

- Use basic graphic elements to **create a simple diagram** to represent selection in coding

- **Use more complex commands** ('if...then...' 'while...' 'until...') in a program

#### 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 

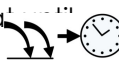
A **2D image** used in video games or animation.

Until 

Up to a particular time.

While 

A series of events happening at the same time

Repeat 

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

if...then... 

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

