



Knowledge Organiser: Year 1 Computing – Summer 2 – V4 2023



Children will know:

Unit 1.7 Coding

- How to predict what will happen when instructions are followed.
- How to use code to make a computer program.
- What objects and actions are.
- What an event is and use it to control an object.
- How to use backgrounds and use scale.

Key Facts/Information:

Purple Mash – Unit 1.7 Coding

- Lesson 1 – Instructions
- Lesson 2 – Objects & Actions
- Lesson 3 – Events
- Lesson 4 – When Code Executes
- Lesson 5 – Setting the Scene
- Lesson 6 – Using a Plan

Prior Learning Links:

EYFS – Nursery F1

- Experiment with making a floor robot move

EYFS – Reception F2

- Make a floor robot move
- Control forwards, backwards and rotation of a floor robot

Key Vocabulary:

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|---------------|---------------|---------------|----------------|
| • Action | • Code view | • Instruction | • Scene |
| • Algorithm | • Command | • Object | • Software |
| • Background | • Debug | • Output | • Sound |
| • Code | • Design view | • Programmer | • When clicked |
| • Code blocks | • Event | • Run | |
| • Coding | • Execute | • Scale | |

Reading Recommendations

Future Learning Links:

Year 2 – Unit 2.1 Coding

