Year 4 – Summer 1
Computing Knowledge Organiser

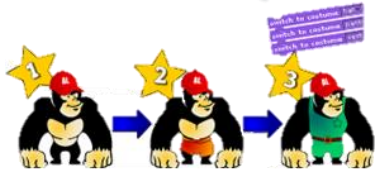
ALGORITHM

Step by step instructions to solve a problem.

DEBUG

Find and fix mistakes in a computer program.

SEQUENCE



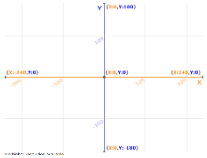
More than one instruction to be followed in order.

MODIFY

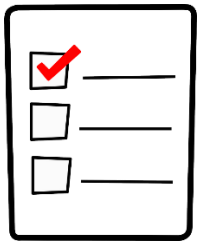
Make some changes to the original code

QUADRANT

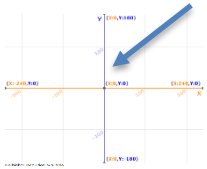
Section created by the x and y axis



PROGRAM



A list of instructions which tell the computer exactly what to do.

AXIS

The lines that are used to measure data on graphs and grids