

Year 5 –Autumn 1

Computing Knowledge Organiser

ALGORITHM



Step by step instructions to solve a problem.

MODIFY



Make some changes to the original code

CONDITIONAL SELECTION



Triggers parts of your code when something happens, so 'if' this happens, then run this code.

DEBUG



Find and fix mistakes in a computer program.

CONDITION

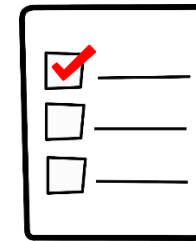
Everyday selection

If you don't tidy your room I will be very cross



Statements that are created by the programmer which looks at the actions in the program and evaluates if it's true or false

PROGRAM



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

ACTION

Everyday selection

If you don't tidy your room I will be very cross



Commands or tasks carried out by the program