

Year 6 –Autumn 2

Computing Knowledge Organiser

ALGORITHM



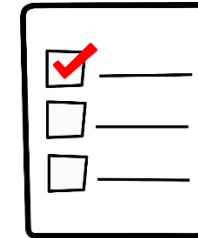
Step by step instructions to solve a problem.

DEBUG



Find and fix mistakes in a computer program.

PROGRAM



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

MODIFY



Make some changes to the original code

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

ACTION

Commands or tasks carried out by the program

Everyday selection

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



CONDITIONAL SELECTION



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

CONDITION SWITCHES BETWEEN ACTION

Condition switches between actions

