

# Year 6 – Spring 1

## Computing Knowledge Organiser

### ALGORITHM



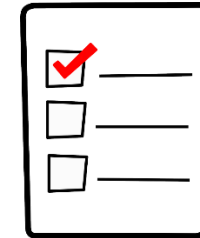
*Step by step instructions to solve a problem.*

### DEBUG



*Find and fix mistakes in a computer program.*

### PROGRAM



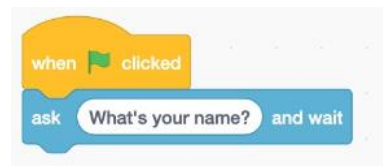
*A list of instructions which tell the computer exactly what to do.*

### MODIFY



*Make some changes to the original code*

### ASK



### ANSWER

