

YEAR 6 – AUTUMN 1 – COMPUTING Knowledge Organiser

Vocabulary

Algorithm	A set of instructions given to complete a task
Collaboration	Working with others to complete a set task
Orientation	Which direction the sprite is pointing in - given in degrees in Scratch
Reliable	A person or thing that you trust
Decomposition	Breaking a larger problem into smaller, easier chunks
Variable	Something, often a value, that can be changed



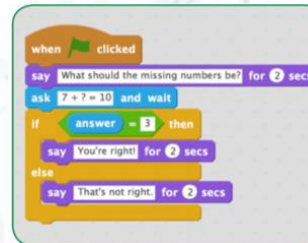
Scratch

Your year group account details are:

Username: Year6KPS **Password:** H@rvest34

If.....Then Statements

These statements allow you to change what happens, depending on the choice the user makes.



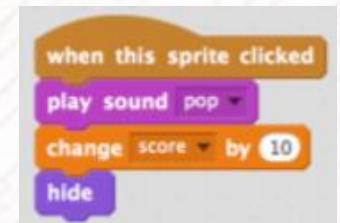
Logging on/saving/opening

By then of this term, you should be able to:

- Recall your username and password from memory
- Access the Year 6 Scratch website account independently
- Logon, save, open, update and edit files independently
- Collaborate, using the Scratch platform, blogs or emails with your peers.

Variables

Variables do not have a fixed value and can change over time. The score counter on this program is an example of a variable, which will increase when the sprite is clicked.



There are many useful variables – you will become familiar with both time and score variables in our 'Learn to Code' scheme.

Scratch Tutorials: <https://scratch.mit.edu/projects/editor/?tutorial=all>