

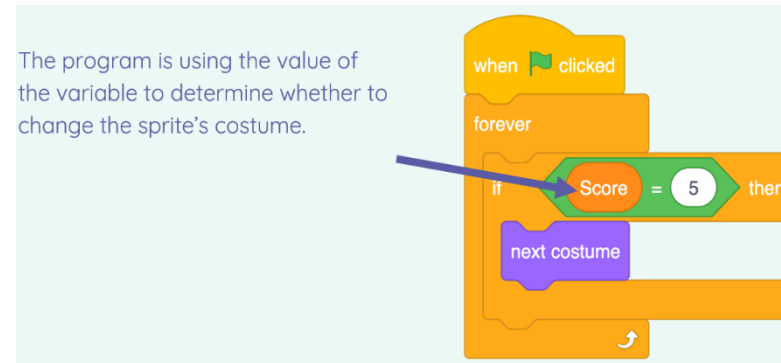
YEAR 6 – SUMMER 1 – COMPUTING Knowledge Organiser

Vocabulary

Variables	A value that can change, depending on conditions or on information passed to the program
Simulation	The Computer modelling of a given scenario, often imitating a real-world process or system
Repetition	Looping or repeating sections of a computer program
Algorithm	A precise set of instructions, or set of rules, for performing a task

Variables:

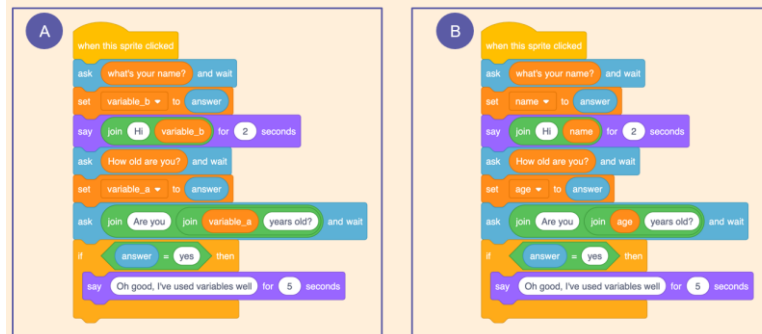
Variables can be used along with if.....then statements to trigger an event:



Naming variables:

You will also consider how to name your variables (B is easier to understand as the variables are named):

Which code is easier to understand?

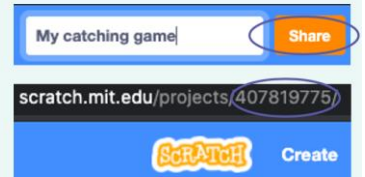


Reviewing Projects

When you review your project, you will need to use all of the skills used to date, including debugging to find any errors and correct them. Once debugged, you can think about sharing your work with others:

Share your project

Name your project and click on Share.



Write your name and the nine-digit number at the end of the project's URL on the activity sheet.

Pass your sheet to another learner.

Other users can then use and review your project by using the specific URL.

When you post feedback on a project, ensure it is:

- POSITIVE
- KIND
- CONSTRUCTIVE

Don't just focus on the negatives and give 1 or 2 clear, simple areas for improvement.

YouTube: <https://www.youtube.com/watch?v=Z5IH1RP2GUM> – Introduction to Variables