

River Bank Primary Knowledge Organiser	Year 2	Autumn 1	Computing - We are astronauts
Basic programming terminology		Websites and links	
<p>Debugging – is the step by step process of going through a programme and its code to identify a mistake or error.</p> <p>Logic – if you or someone is using logic you are following rules. You may be using logic and not even know it!</p> <p>Programme – is a set of instructions written so a computer understands them.</p> <p>Bug – this is when there is an error in the programme you are using and this error stops it working.</p> <p>Data – is a set of numbers, even facts, before they are used to process information.</p> <p>Print – is when you print numbers, letter, even pictures.</p> <p>Stimulation – is a completely accurate description of something that could be real.</p> <p>Algorithm – is a set of instructions - yes even asking a Bee Bot to turn left and go straight on is an algorithm.</p>		<p>https://www.youtube.com/watch?v=pKBw98uHOyk</p>   <p>https://www.makeuseof.com/tag/10-tools-to-get-kids-excited-about-programming/</p>	
		Examples of projects made using Scratch are:	
 		<p>With Scratch, you can program your own interactive stories, games, and animations — and share your creations with others!</p> <p>An animation movie: https://scratch.mit.edu/projects/116001774/</p> <p>Interactive digital art: https://scratch.mit.edu/projects/95257082/</p> <p>An electronic musical instrument: https://scratch.mit.edu/projects/108929399/</p> <p>A Happy Mother’s Day e-card: https://scratch.mit.edu/projects/107810334/</p>	