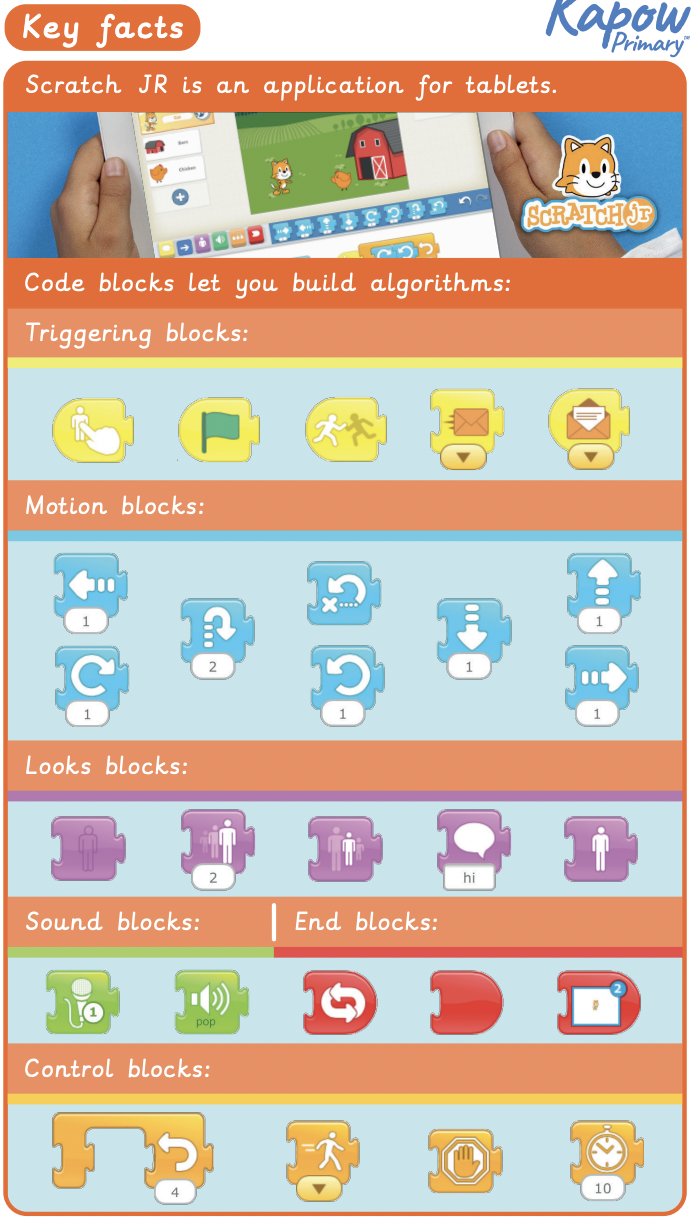
**Knowledge Organiser**

**Year 2 - Spring Term A**

**Computing – Scratch Jr**

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| --- | --- |
| **Vocabulary** | |
| **Algorithm** | A clear set of instructions to carry out a task. |
| **Animation** | Pictures or photographs in a sequence to give the illusion of movement |
| **Bug** | An error or mistake in computer code |
| **Code** | A set of instructions written in programming language to tell a computer what to do. |
| **Debug** | To fix error in a code. |
| **Instructions** | A list of commands and directions on how to do something. |
| **Loop** | A repeated sequence of instructions |
| **Repeat** | To do the same again |
| **Scratch Jr** | A simple block based coding application, in which you can instruct Scratch the cat. |
| **Sequence** | A set order or pattern for something to follow. |

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