

Lyng Primary School Knowledge Organiser

Information Technology



Spring 1

Scratch Quiz

Year 4

Topic: IT

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| What Goldilocks and Step On words will I use? | |
| **Spelling** | **Defintion** |
| Algorithm | A set of instructions that will reach a desired outcome. |
| Debug/debugging | Looking for any problems in the code and fixing it. |
| Event | Something that causes a block of code to be run. |
| If | A conditional command. If the condition is true, then the command inside the block will be switched on. |
| If/Else | A conditional command. If a command is true then the ‘if’ block will run. If not, then the ‘else’ block will run. |
| Repeat | This command can be used to make a block of commands run a set number of times or forever. |
| Variable | A named area in computer memory. A variable has a name and a value. The program can change the variable value. |

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**Aims of this unit**

* Create content that accomplish given golas and solve problems by decomposing them into smaller parts.
* Write and debug programs that accomplish specific goals.
* Use a sequence and selection in programs by using the ‘if…then…else’ command
* Use sequence and repetition in programs by sequencing commands that run and using repetition to create effects.
* Work with variables by changing the colour, shape, size and adding extra features to the sprites and backdrop.
* Work with variables by creating a scoring system.
* Use sequence in programs by adding blocks to existing programs and ensuring they run all the effects.

**Safeguarding**

Filtering and monitoring system is in place. Children will use their own log in details to track any misuse and to protect the child from harmful websites and pop ups. Children will be reminded of how to stay safe online and to use technology safely and respectfully and to tell a trusted adult if there is anything on their computer that makes them uncomfortable. When using the iPads, the monitoring software will track which iPad has been used to enable us to know which class has used the iPad.

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| Outcomes |
| **All children**   * Write a program which accomplishes a specific goal. * Create a program that includes a logical sequence. * Debug a program they have written.   **Most children**   * Use repetition and selection. * Work with variables and adjust these depending on the effect they wish to create. * Understand and use the duplicate function. * Demonstrate that they understand how to combine effects.   **Some children**   * Design a program. * Successfully decompose a problem into its smaller parts. * Analyse the software to check it is fit for purpose. |

Autumn Term

Scratch quiz



**In this unit…**

In this unit, children write quizzes by combining question. While specific skills in Scratch are taught, the unit aims to teach children the wider programming skills of solving problems, testing, debugging, improving and evaluating.

**Agreed outcome:**

Create a maths quiz for children to test their times tables.