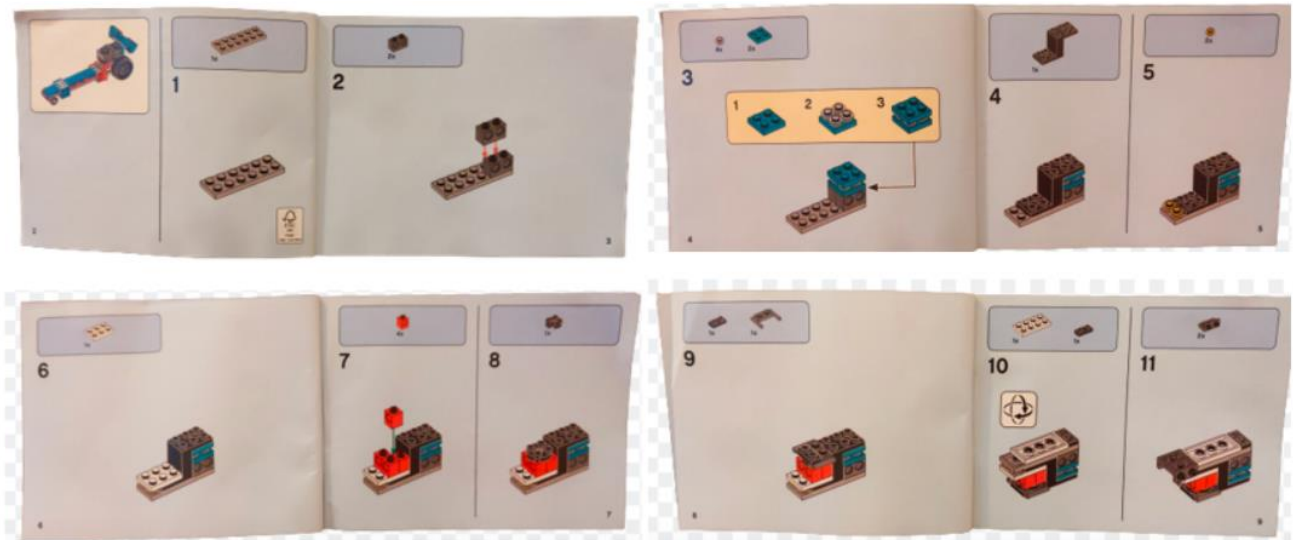


St Mary's Horsforth – Computing Knowledge Organiser
Year 1 - Autumn 2
Unit 1.4 Lego Builders





Enquiry Question: What is an instruction?



What should I already know?	What will I know at the end of the unit?
<ul style="list-style-type: none"> To follow directions to make a route for a toy vehicle. To be able to interpret simple instructions to predict an outcome. To be able to plan and input instructions for a floor robot building up to several steps. 	<ul style="list-style-type: none"> To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. To follow and create simple instructions on the computer. To consider how the order of instructions affects the result.

Key Vocabulary	
Algorithm Code Computer	Debugging Instructions Program

Key Resources	
	 Paint Projects