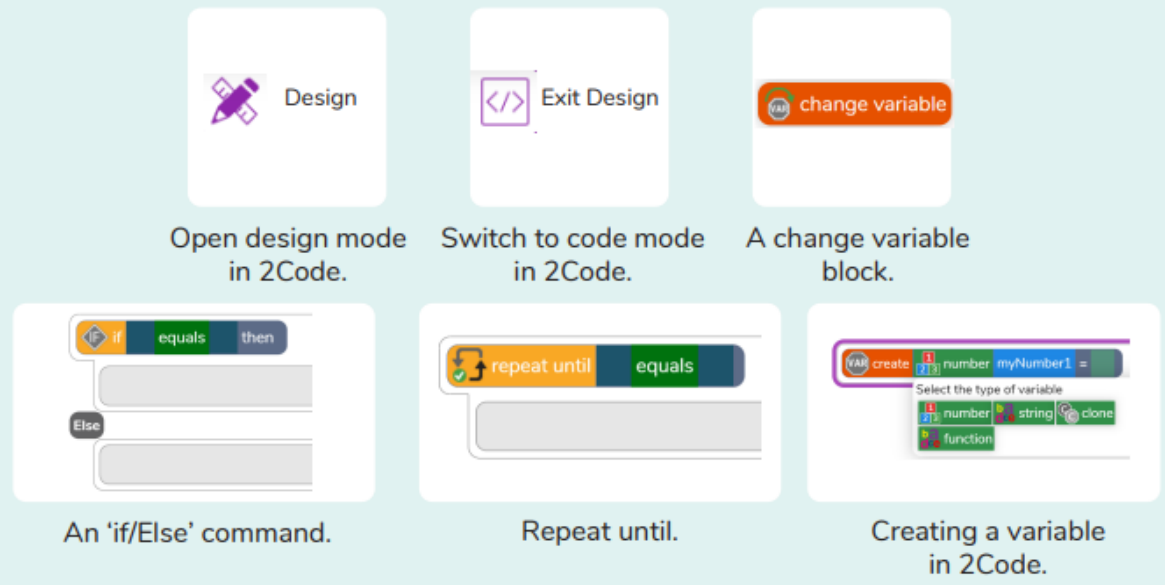
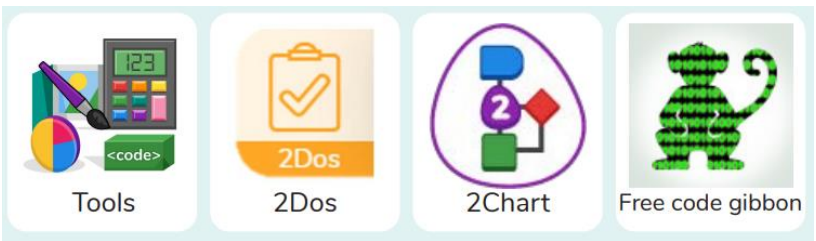
St Mary's Horsforth – Computing Knowledge Organiser
Year 4 - Spring 2
Unit 4.1 Coding

Enquiry Question: What does selection mean in coding and how can you achieve this in 2Code?



What should I already know?	What will I know at the end of the unit?
• I understand what a flowchart is and how flowcharts are used in computer programming. • I understand that there are different types of timers and select the right type for purpose. • I understand how to use the repeat command. • I understand the importance of nesting. • I can design and create an interactive scene.	• I can begin to understand selection in computer programming. • I understand how an IF statement works. • I understand how to use co-ordinates in computer programming. • I understand the 'repeat until' command. • I understand how an IF/ELSE statement works. • I understand what a variable is in programming. • I can use a number variable. • I can create a playable game.

Key Vocabulary		
Event Flowchart 'If' Statement 'If/Else' Statement Input Nest	Object Prompt Implement Repeat Until Predict Repeat	Run Properties Selection Sequence Timer Variable

Key Resources