Jerry Clay Academy
Subject Knowledge Organiser

Subject: Computing   Year Group: 5 Term: Spring 1

Core Learning of This Unit: We are artists

- To produce pieces of geometric art and a Scratch computer program for drawing shapes.

- To design and create programs and content.
- To use sequence and repetition in programs.
- To be discerning in evaluating digital content.
- To solve problems by decomposing them into smaller parts.
- To use logical reasoning to explain how simple algorithms work

Prior Learning:

- We are Game Developers

- We are Cryptographers

National Curriculum Statements:

- Use sequence, selection, and repetition in
- programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Select, use and combine a variety of software
- (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

Key Vocabulary:
- Tessellating patterns
- Gradient fill
- Copy and paste
- Transformation tools
- Algorithm
- Commands
- Motion and control palettes
- Script
- Graphic functions
- Modify
- Properties
- Setting
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Significant People:
- M.C Escher – Artist
- Maths links – shapes, angles, tessellating patterns.
- R.E – Islamic art?