



Jerry Clay Academy  
Subject Knowledge Organiser

Subject: Computing Year Group: 2 Term: Autumn 1

**Core Learning of This Unit: We are Astronauts.**

- To create a scratch program in which a sprite moves around the screen.

**Prior Learning:**

- Year 1 Switched on Computing curriculum

**National Curriculum Statements:**

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs.

**Key Vocabulary:**

- Algorithm
- Unambiguous
- Program
- Computer
- Debug
- Programmer
- Error
- Robot
- Scratch
- Sprite
- Stage
- Background
- Delete
- Tools
- Icon
- Script
- Instruction block
- Parameter
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**Significant People**

- Possible link to the NCMME? Resources, map and algorithm to link to the coal mine?
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