



Jerry Clay Academy  
Subject Knowledge Organiser

Subject: Computing Year Group: 4 Term: Autumn 1

**Core Learning of This Unit: We are software developers**

- To play and analyse educational computer games in order to plan, design and develop a game with a clear targeted audience in mind.

**Prior Learning:**

- Year 1/2/3 Switched on Computing curriculum

**National Curriculum Statements:**

- Design, write and debug programs that accomplish specific goals.
- Use sequence, selection and repetition in programs; work with variables and various forms on input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

**Key Vocabulary:**

- Algorithm
- Progression
- Scratch
- Sprite
- Blocks
- Program
- Debug
- Error
- Variable
- Data
- Function
- Test
- Script
- Graphics

**Significant People**

- Mark Zuckerberg – cofounder of Facebook
- Alexey Pajitnov – game developer of Tetris
- Shigeru Miyamoto – game developer of super Mario brothers