



Jerry Clay Academy
Subject Knowledge Organiser

Subject: Computing Year Group: 4 Term: Autumn 2

Core Learning of This Unit: We are toy designers

- To design and create an on-screen prototype of a simple toy that incorporates sensors and outputs in Scratch.

Prior Learning:

- We are software developers

National Curriculum Statements:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.
- 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:

- Embedded
- Computer
- Scratch
- Device
- Input
- Output
- Stored program
- Virtual
- Prototype
- Import
- Components
- Audio
- Proximity sensor
- Tilt sensor
- Script
- Debug

Significant People

- Sebastian Thrun– google self driving car