Jerry Clay Academy
Subject Knowledge Organiser

Subject: Computing   Year Group: 5 Term: Autumn 1

Core Learning of This Unit: We are game developers

- To create an original computer game; including characters, background and a working prototype developed further based on feedback

Prior Learning:

- Year 1/2/3/4 Switched on Computing curriculum

National Curriculum Statements:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- 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 o 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.

Key Vocabulary:

- Algorithm
- Scratch
- Bitmap mode
- Vector mode
- Sprite
- Edit
- Programming
- Block
- Input
- Output
- Error
- Code
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Significant People

- Alexey Pajitnov – game developer of Tetris
- Shigeru Miyamoto – game developer of super Mario brothers