



Jerry Clay Academy  
Subject Knowledge Organiser

Subject: Computing Year Group: 6 Term: Spring 2

**Core Learning of This Unit: We are interface designers**

- To design the look of their app's interface and plan the different screen layouts for the app and developing these using a wire framing tool.

**Prior Learning:**

- We are app planners
- We are project managers
- We are market researchers

**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 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
- Be discerning in evaluating digital content
- Recognise acceptable/unacceptable behaviour

**Key Vocabulary:**

- App
- Display
- Input
- Output
- Screen
- Interface
- Wire framing tool
- Widgets
- Graphics
- Digital device
- Tool
- Accessibility
- Feature
- Media assets
- Programming
- Edit
- Media
- Algorithm
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**Significant People**

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