

# Key Stage One Knowledge Organiser - Computer Science

## Vocabulary

Robot  
Instruction  
Program  
Rule  
Design  
Up - forward  
Down - backwards  
Centre  
Clockwise - right  
Anti-clockwise - left  
Position  
Direction  
Above  
Below  
Run  
Code  
Action  
Execute  
Program  
Algorithm  
Output  
Input  
Sprite  
Horizontal  
Vertical  
Diagonal  
Information



## BEE-BOTS

Children use the Bee-Bot device to predict what they think it might do, experimenting with the buttons and explaining the outcome

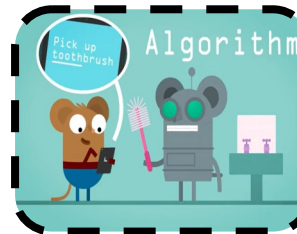


## Inputs and Outputs

Computers and devices around us use inputs and outputs.

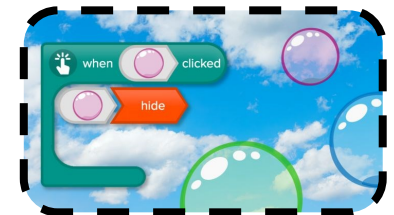
**INPUT** - the information that goes into the computer. You tell the computer what to do.

**OUTPUT** - the information that comes out of the computer. The computer shows it has done what you asked.



## Algorithms

An algorithm is a clear set of instructions to carry out a task in a specific order.



## Coding

Children will learn how to use code to complete an action.

Code is a language that the computer understands. The computer will follow the instructions (algorithm) that is inputted to the computer. The output will show if the code has worked.



## Sprite

A **SPRITE** is the character children learn to code when using the program Scratch. It uses code to create an output for the character actions.