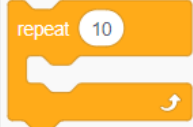
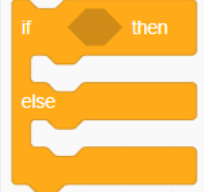
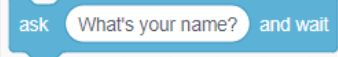
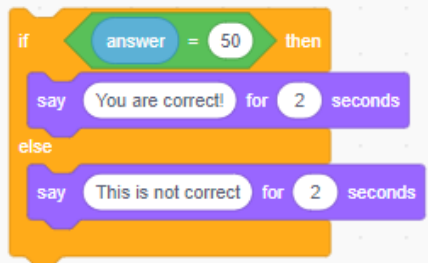
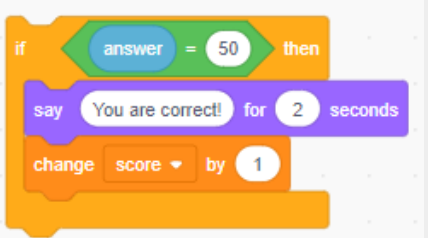


Year 4 Computing Knowledge Organiser - We are software developers

Key Vocabulary	
debug	To fix the errors in a program.
input	Data supplied to a computer, via the keyboard or mouse.
interface	The link between the user of a program and the computer on which it runs.
output	Information produced by computer processing systems, typically on the screen or through speakers.
program	A stored set of instructions encoded in a language understood by the computer that does some form of computation, processing input and/or stored data to generate output.
prototype	An early example of product or program made to test the idea.
repetition	A programming construct in which one or more instructions are repeated, perhaps a certain number of times, until a condition is satisfied or until the program is stopped.
selection	A programming construct in which the instructions that are executed are determined by whether a particular condition is met.
sequence	To place programming instructions in order, with each executed one after the other.
variable	A way in which computer programs can store, retrieve or change simple data, such as a score, the time left, or the user's name.

Scratch Blocks	
	A form of output . A speech bubble appears over the sprite and stays for the specified amount of time.
	Sets the specified variable to the amount.
	Changes the specified variable by the amount.
	Picks a random number between the two limits.
	Checks to see if two values are equal.
	The two values put right next to each other.
	A loop that repeats the specified amount of times.
	Checks the condition. If the condition is true, the blocks inside the first [will activate. If the condition is false, the blocks inside the second [will activate.
	An input box appears – you type the value in and it stores the value in the answer variable.

Selection (Conditional Events)

In this example, if your answer is 50, then the sprite will say 'You are correct!'. If your answer is not 50, the sprite will say 'This is not correct'.

Variables
Programs store data that can change in a variable. For example, the program's score. In this example, the variable 'score' gets 1 bigger if the answer is 50.

Remember, you must initialise your variables when your program starts. For example, you would want the score to start at zero when the program begins.
