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| **Year 1 Computing Knowledge Organiser: Unit 1.4 – Lego Builders**  |
| **Key Images**  | **Key Learning** |
| A screenshot of a cell phone  Description automatically generatedsaveexit | * To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.
* To follow and create simple instructions on the computer.
* To consider how the order of instructions affects the result.
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| **Key Vocabulary** | **Key Questions** |
| * Instruction
* Algorithm
* Computer
* Program
* Debug
* Errors
* Data
 | **What is an instruction?**An instruction takes you through something step by step so that you can successfully complete a task.**Why do we need to debug code?**When you write code, it won’t always work correctly first time. When you search for the errors and correct them this is known as debugging. |