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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 generated  save  exit | * 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. | |
| **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. |