

# KS 1 Computing Knowledge Organiser - Computer Science

**Prior Learning:** In EYFS, the children have had experience of talking about internet safety, using the internet to search for information as a class, and controlling devices using Beebots.

## Programming a Toy

Children will learn how to **programme** a Bee- Bot device. They will predict what they think it might do, experiment with the buttons and explain the outcome.

## Coding

Children will learn that when a computer does something it is following a **code**. They will learn how to make objects move on screen when they are **clicked**.



## Output/ Inputs

Computers and devices use **inputs** and **outputs**.  
Input- Information that goes into the computer  
Output- Information that comes out of the computer.

## Tinkering

To play around and explore hardware to see how it works.



## Programming

To teach a computer how to do things

## Algorithm

An **algorithm** is a set of step by step instructions to carry out an instruction in a specific order.



Children will learn how to create a simple **program** or app, making pictures move on **screen**.

## Vocabulary

input  
output  
tinkering  
algorithm  
programming  
code  
click  
action  
object  
icon  
screen