



# CAROLINE HASLETT KNOWLEDGE ORGANISER

## COMPUTING

### YEAR 2 AUTUMN 1 WHAT IS A DIGITAL DEVICE?

#### VOCABULARY

##### Programming Vocabulary

**Algorithm** The steps needed to do a task, written in everyday language, in order (e.g. 'Press the button to eat the food.').

**Debugging** Finding and correcting mistakes (bugs) in code.

**Event** Code that runs when something happens, such as a button being clicked.

**Execute** Run code on a computer precisely to make a program.

**Object** An item on screen, such as an image, a button or some text.

**Testing** Checking if a program works how it should.

Some computers have a keyboard, screen and mouse, others have buttons to make them do things.



#### SKILLS

**Understand** what information technology is.

**Discuss** information technology at home and at school.

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**Discuss** what might be inside devices e.g. a microphone/camera inside a mobile phone



#### KEY FACTS

Computers in a range of forms outside of school e.g. traffic lights, dvd players, microwaves  
People interact with computers.

Computers have no intelligence and that computers can do nothing unless a program is run.

All software executed on digital devices is programmed.

These items all use technology.

