Knowledge Organiser

Teach Computing

Lesson 1
To develop the use of count-controlled loops in a different programming environment

Scratch, programming, sprite, blocks, code, loop, repeat, value

Lesson 2
To explain that in programming there are infinite loops and count-controlled loops

Block, repeat, forever, infinite loop, count-controlled loop, costume

Lesson 3 - To develop a design that includes two or more loops which run at the same time

Repetition, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate

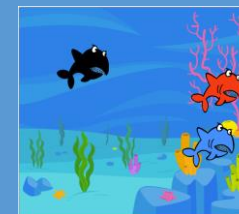**Lesson 4**
To modify an Infinite loop in a given program

Block, repeat, forever, infinite loop, modify, design

repeat 5
turn 45 degrees
wait 1 seconds
turn 45 degrees
wait 1 seconds
next costume

Lesson 5
To design a project that includes repetition

Infinite loop, count-controlled loop, repetition, design, sprite, algorithm

Lesson 6 – To create a project that includes repetition

Repetition, design, algorithm, question duplicate, debug, refine, evaluate

KS2 Programming
Summer Term

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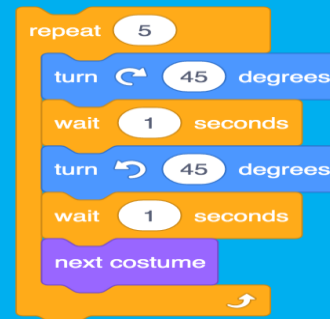Block, repeat, forever, infinite loop, count-controlled loop, costume

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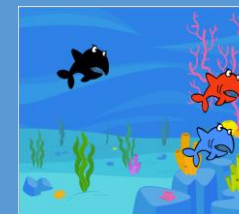To modify an Infinite loop in a given program

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LKS2 Programming
Summer Term

THE ACORN FEDERATION
LONG LANE CHURCH OF ENGLAND SCHO
MARSTON MONTGOMERY SCHOOL

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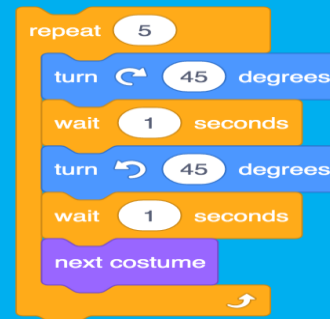Block, repeat, forever, infinite loop, count-controlled loop, costume

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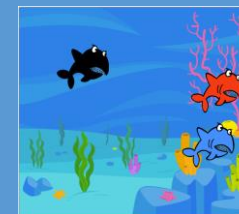## Lesson 4
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UKS2 Programming Summer Term