

Emscote Infant School Knowledge Organiser Year 1 Computing



Spring Term

Key Vocabulary

Programming

Robots—a machine run by a computer.

BeeBots or Robot Mice—mini robots that can be programmed to move using a set of commands.

Instruction or command — a set of information or actions given about how something should be done or moved.

Directions— describing how or where to move including forward, back, left or right.

Simple Program—a sequence of instructions or commands (e.g. making the robot mouse move along a pathway).

Data and Information

Group and Count

Labels —labels are used to help us know what an object is.

Categories —these help us identify something that is the same in a group.

Sorting— objects or **data** (information) can be put in to different groups (e.g. colour, shape, size, type).

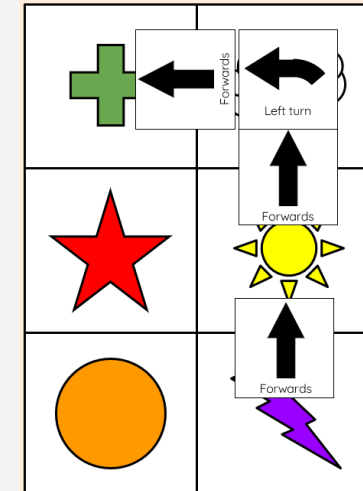
Comparing — looking at the differences between a group of items or objects. For example we can compare using more than, less than, same as, most or least.

National
Centre for
Computing
Education



Raspberry Pi

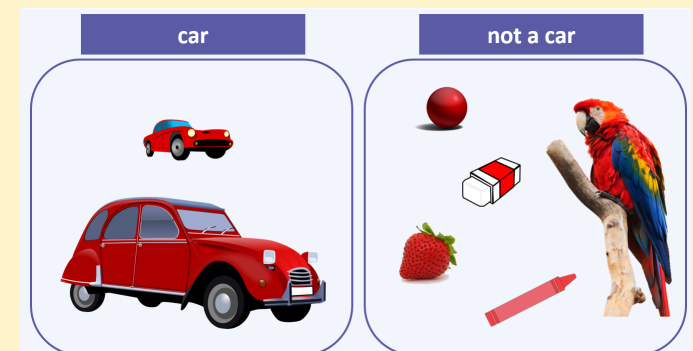
Programming



Data and Information

In school	
Ben	✓
Craig	✓
Harriet	✓
Ikram	✓
Rob	✓
	Count: 5
Not in school	
Sam	✗
Bonnie	✗
	Count: 2

Objects can be compared by sorting in to categories



We group and count on a class register