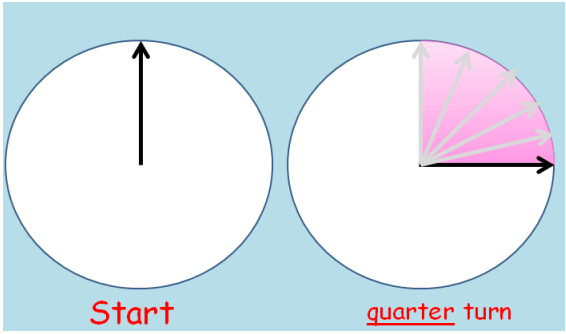





Year 2 Computing Knowledge Organiser– Algorithms

Prior Learning: understand that an algorithm is a set of step-by-step instructions , beginning to check work for mistakes and understand that this is known as 'debugging', direct and program a Bee-Bot or other programmable toy, using different end blocks on Scratch JR such as repeat forever, change the size of character, add characters and backgrounds.

Facts	Vocabulary
<p>1.. What are quarter turns?</p> <ul style="list-style-type: none">• Quarter turns describe the direction an object will move in.• They can either be clockwise, or anticlockwise.• The image below shows a quarter turn clockwise.• We can also call quarter turns 90 degree turns. 	<ol style="list-style-type: none">1. Quarter turn2. Degrees3. Clockwise4. Anticlockwise
<p>2. What are clockwise and anti-clockwise?</p> <ul style="list-style-type: none">• When something moves in a clockwise direction, it is moving in the same direction as the hands on a clock.  <ul style="list-style-type: none">• When something moves in an anti-clockwise direction, it is moving in the opposite direction to as the hands on a clock. 	 <ul style="list-style-type: none">• The red hand is where the minute hand on the clock started, it started on 6.• After moving a quarter turn clockwise it will end up on the 9, where the green minute hand is pointing.
Youtube:	