



# KNOWLEDGE ORGANISER: Computing- Programming Year 4 Block 3

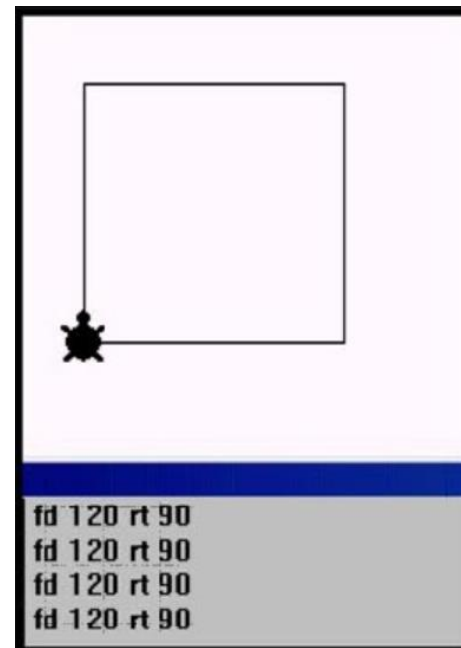
## Key Vocabulary:

Word	Definition
Command	An instruction you type to make something happen in a program
Algorithm	A set of ordered instructions to solve a problem
Loop / Repeat	Code that runs again and again a set number of times
Count-Controlled Loop	A loop that repeats for a set number of times
Debug	To find and fix mistakes in code
Decomposition	Breaking a task into smaller, more manageable parts
Procedure	A named section of code that can be reused multiple times
Text-Based Language	A programming language written by typing commands (e.g., Logo)

## Key Outcomes:

By the end of this unit, learners will:

- Understand the importance of accurate programming
- Write and test text-based code using Logo
- Use loops to repeat instructions and procedures to reuse code
- Create and debug simple programs to draw shapes and patterns
- Apply decomposition to break tasks into manageable chunks
- Evaluate their code and make improvements



## Interesting Learning Points:

- Logo was one of the first programming languages for children and dates back to the 1960s!
- You can create complex shapes and designs just by repeating simple commands.
- Loops save time and make your code more efficient—you don't have to write the same thing over and over.
- Naming and reusing code (procedures) is a great way to organise programs, just like in real-world software development.
- Debugging teaches us that mistakes are part of learning—and finding them is like solving a puzzle!