

Year 4 Coding Knowledge Organiser



To read a flowchart, create a computer programme using timers, understand different ways to solve a problem, run test and debug programmes and confidently make several things happen.

Use variables in code, create a simple game, plan an algorithm modelling sequence, create and use strings in programming and set variable values.

Star Vocabulary

Action: Types of commands which are run on an object. They could be used to move an object or change a property.

Bug: A problem in a computer program that stops it working the way it was designed.

Flowchart: A diagram which represents an algorithm.

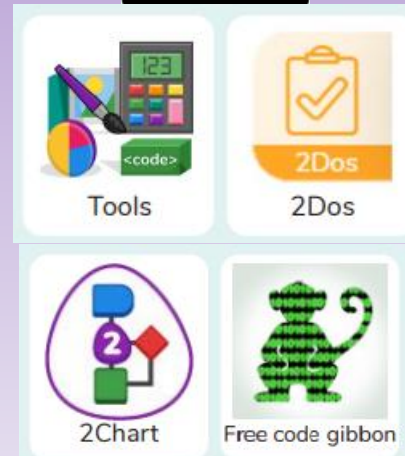
Algorithm: A precise step by step set of instructions used to solve a problem or achieve an objective.

Co-ordinates: Numbers which determine the position of a point, shape or object in a particular space.

Key Learning

- To begin to understand selection in computer programming.
- To understand how an IF statement works.
- To understand how to use co-ordinates in computer programming.
- To understand the 'repeat until' command.
- To understand how an IF/ELSE statement works.
- To understand what a variable is in programming.
- To use a number variable.
- To create a playable game

Key Resources



Key Images



Review coding vocabulary and language

Understand how an IF statement works

Understand the 'repeat until' command

Review vocabulary

Create a simple computer programme

Understand how to use co-ordinates

Understand what a variable is in programming

Create a playable game