Y2 - Knowledge Organiser – Computer Science
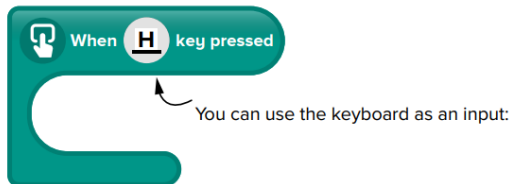
Key Facts

- An algorithm is a set of instructions.
- A computer program is an algorithm.
- A sequence is the order in which things happen.
- Programs need to be precise.
- Input is data that a computer receives.
- A computer can only use information that it has been given or that it has collected.
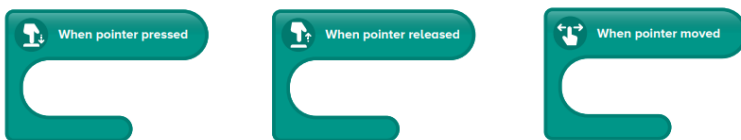
Key Vocabulary

- Technology
- Algorithm
- Program
- Sequence
- Object
- Control
- Input
- Execute
- Run
- Direction
- Clockwise / anti-clockwise

Your blocks

You'll use different event blocks for different types of computer input.

When **H** key pressed

You can use the keyboard as an input:

Or you can use a mouse as an input:

When pointer pressed

When pointer released

When pointer moved

AntiClockwise

Clockwise

Your blocks

Buttons are **objects** that need to be clicked on, so you'll be using a **click event** to execute the code.

Button

When **Right** clicked

Click event

move ➡