Elston Hall Learning Trust
COMPUTING
Key Skills & Knowledge

ELSTON HALL
Learning Trust

Conflict

Athens V Sparta

How can Malware effect your computer?

What will we be learning?	What will we be doing?
• Understand and use **repetition** within algorithms • Understand the use of different **inputs** and begin to understand **selection** in **programming** • Understand and use inputs, repetition and selection in programming	• We will gain an understanding of malware (Trojan horse) and how it impacts computers • We recap algorithms and write instructions for an algorithm flowchart. (recap previous learning from KS1) • We will use Scratch program in partners to experiment with algorithms in Scratch. • We will explore different types of 'inputs' for electronic devices. • We will begin to use loops for repetition • In partners we will create short algorithms which include inputs, loops, selection within Scratch. • Using these skills we will create our own game using Scratch.

Prior Learning:	Future Learning:
• To recognise and understand algorithms (Y1) • To use logical reasoning to predict the behaviour of a program (Y2)	• To understand that computers in school are connected in a network (Y4) • To know how to use search technologies effectively (Y5)

Words we will be using

inputs	repetition	selection	programming
data that is entered into or received by a computer, including a user pressing a key on a keyboard, clicking a mouse or tapping a touch pad.	the process of looping or repeating sections of a computer program.	a decision or question. A program may ask a question because it has reached a step where options are available.	writing a group of instructions for a computer to process/execute.

algorithm	Scratch	modelling	sprite
a detailed, step-by-step process followed to accomplish a specific task or to solve a specific problem.	a computer programme that allows students to create their own interactive stories, games and animations.	a computer program that is designed to simulate what might or what did happen in a situation.	a two-dimensional image that is part of a larger scene that can perform an action.

repeat	rotate	constructing	command
the process of looping or repeating sections of a computer program	when something turns or spins around a point located at its centre.	to build or put together.	a means of interacting with a computer program where the user issues commands to the program in the form of command