

BDS Year 7 Unit 3 Scratch Programming Knowledge Organiser

Key words – SET 1		
1	Computational thinking	thinking about problems or challenges in the way a computer does or requires
2	Decomposition	breaking down a complex problem into smaller, more manageable parts
3	Pattern recognition	looking for similarities among and within problems
4	Abstraction	focusing on the important information only, ignoring irrelevant detail
5	Algorithm	developing a step-by-step solution to the problem, or the rules to solve the problem
Key words – SET 2		
6	Sequencing	the process of arranging instructions into a logical order within a program
7	Instruction	a single action that can be performed by a computer
8	Flowchart	a diagram that shows a process, made up of boxes, in the correct order of decisions, inputs and outputs
9	Pseudocode	a method of writing instructions for a computer using plain English
10	Evaluation	The process of checking the program works as expected
Key words – SET 3		
11	Input	A piece of data entered by a human user [e.g their name or a number]
12	Output	The action which the computer will perform or display back to the user
13	Variable	a piece of data [such as a word] that is given a name and stored for later use
14	>	greater than
15	<	lesser than
Key words – SET 4		
16	Scratch	online software which allows us to create programs
17	Selection statement	A function which allows our programs to make decisions based on the input
18	Storage	a piece of data, a number or word saved by the computer [eg the user's input <b>name</b> variable]
19	Output	a message that is printed on screen [eg 'Hello' + <b>name</b> ]
20	Process	how the program uses data input by a user
21	Variable	a unique piece of data [such as a word] that is required from the user
Key words – SET 5 [Flow chart items]		
22	Start or Stop	the beginning and end points in the sequence
23	Process	an instruction or a command that will lead to another part of a program
24	Decision	a decision, either yes or no, which will reveal two options
25	Connector	a jump from one point in the sequence to another
26	Direction of flow	arrows which show the direction or path of instructions
Key words – SET 6		
27	Program	sequences of instructions for a computer
28	Programmer	a person who writes lines of code to make a computer perform a task