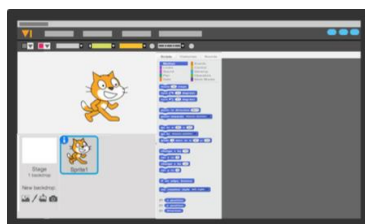# iCompute – iApp
COMPUTING KNOWLEDGE ORGANISER

Year 5/6 Autumn Term 2

What I should already know

- I can create a world and control a character.
- I can use conditional statements on computer programs.
- I can program an object to move towards another by sequencing statements.
- I can amend a computer program to accept user input.
- I can program objects to move along paths.
- I understand 'levels' in a computer game.
- I understand that computer programs need to be designed.
- I can program a computer game using a design and plan as a basis.

Key Vocabulary

Java	object oriented
3D	objects
setting	actor
background	procedure
scene	code editor
editor	instance
class	object
declare	argument
condition	parameter
nested	variables

What I will learn (sticky knowledge)

- **Java** is the language of the world wide web.
- **Setting** – objects that don't move.
- **Actors** – objects that do move.
- **Background** – the place you add objects to.
- Control structures are pre-defined statements that determine the order in which programming instructions are executed.
- A **procedure** is a piece of code that can be used more than once in a program.
- In Looking Glass **procedures** are called actions and there are some pre-defined for each class; but you can create (**declare)** your own.

Programming

In programming, a **class** is a blueprint of an **object**, and an **object** is an instance of a **class.**

When an **object** is added to a **scene**, it is referred to as an instance of the **class**. You can add many instances of the same **class** to a **scene** (e.g. more than one tree **object** on the grass).

Each instance must have a unique name.

What I will learn next

- In year 7, you will continue to understand what algorithms are.
- You will create and debug simple programs.
- You will design and create programs that accomplish specific goals.