

# iCompute – iNetwork

## COMPUTING KNOWLEDGE ORGANISER

Year 5/6 Spring Term 1

### What I should already know

- I have created a world and controlled a character.
- I have used conditional statements on computer programs.
- I have programmed an object to move towards another by sequencing statements.
- I have amended a computer program to accept user input.
- I have programmed objects to move along paths.
- I understand 'levels' in a computer game.
- I understand that computer programs need to be designed.
- I have programmed a computer game using a design and plan as a basis.



### 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.

### What I will learn (sticky knowledge)

- A computer **network** is a group of computers that are **connected**.
- Computer **networks** allow users to **communicate** and share.
- **Networked** means **connected**.
- The **internet** is many **networks** that are **connected** to each other.
- A **router** sends/receives information as packets of **data**.
- Computers that are **connected** to the **Internet** have their own address.
- When you type in the address of a website (the **URL**) you get routed to the **webserver** where the **website** 'lives'.
- **Webpages** use **hyperlinks** as they enable the user to navigate around a website and link to other **webpages** that might be relevant or of interest – thereby becoming part of the **world wide web**.

### Networks

- There are many different types of **networks**.
- Social **network**
  - Electricity **network**
  - **Networks** of paths between houses

### Key Vocabulary

copyright	URL
HTML	image link
world wide web	hyperlink
browser	web page
website	internet
search engine	index
search	algorithm
IP address	router
webserver	network
connect	data
devices	communicate
switch	wired
packet	wireless