Computing Knowledge Organiser		
Year group: 5	Topic link:	Element of Computing: coding
Key Question: What are procedures and conditions in coding?		

UNPLUGGED
Abstract PICTORIAL CONCRETE

Key Vocabulary

Conditions	Conditions are basic "if, then" logic statements that modify how code is executed. Conditions are a key part of the decision-making process for computers.
Procedures	In programming a procedure or function is a defined piece of code that can be run multiple times. Similar to functions in mathematics, in programming functions have to have an input and an output, whilst a procedure can just run code without having any input or output.
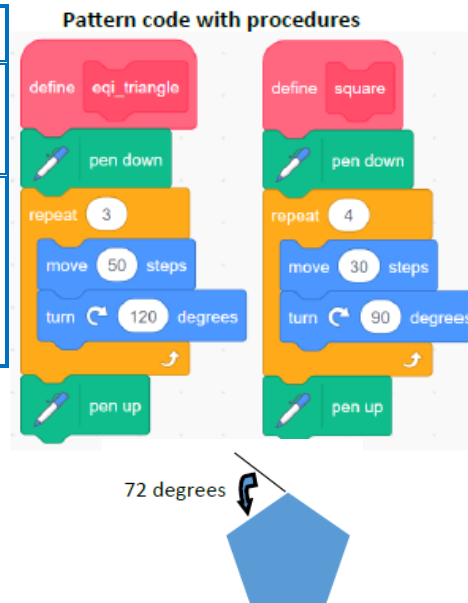
Mediums and Resources

scratch – either on IPads or Laptops

SCRATCH

Pattern code with procedures

72 degrees

My outcome will be

To code an app for drawing shapes using loops and repeating sequences

What key knowledge will I have by the end of this journey?

Confident understanding of the function of coding blocks for control, movement, pen, procedures and conditions

Understanding of the function of a procedure and how it can be applied to a drawing app.

Burgeoning knowledge of conditionals and conditional starts in coding.

What key skills will I have by the end of this journey?

Ability to create a procedure using coding blocks

Ability to use conditionals to determine when an app starts and stops.

Ability to draw a range of shapes using an app

Links to previous and future learning

In Year 3 Apply knowledge of inputs and outputs to a Spike project	In year 4 Use loops and sequences with repetition	In Year 5 Use procedures with conditions and conditional starts	In year 6 Develop an app/ game/ device using knowledge of coding