

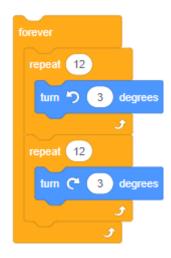
Computing Knowledge Organiser		
Year group: 4	Topic link: Mountains/ Rivers/ Coasts	Element of Computing: Coding (continuous loops)
Key Question: What is the function of a continuous loop?		







Key Vocabulary		
loop	a sequence of instructions that is continually repeated until a certain condition is reached.	
Continuous loop	an infinite loop (or endless loop) is a sequence of instructions that, as written, will continue endlessly, unless an external intervention occurs	
Coding block	Block coding turns programming into a drag-and-drop process by converting text based code into visual blocks.	
Debug	identify and remove errors from (computer hardware or software	



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

Confident understanding of the function of the 'forever' coding block

Solid understanding of the purpose of continuous loops

Ability to apply a continuous loop to an element of a game.

Mediums and Resources

Scratch – either on IPads or Laptops





My outcome will be

To create my own version of the Helicopter Game using the 'forever' (continuous) loop code block using the context of mountains and rivers.

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

Improved ability to code by adding more coding blocks to my toolkit

Improved ability to debug my code by identifying errors in code featuring continuous loops and correcting them.

Links to previous and future learning

In Year 3
Use inputs and sequences to make a simple game

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