



**St Andrew's C of E Maghull  
Computing Knowledge Organiser  
Year 1 – Autumn 2 – Pictograms and Lego Builders**



**Knowledge:**

Know that data can be represented in picture format.  
 Know what a pictogram shows.  
 Know that pictograms can be used to give information.  
 Know the importance of following instructions . Know that to achieve the effect they want when building something, they need to follow accurate instructions.  
 Know that by following the instructions correctly, they will get the correct result.  
 Know that an algorithm is a precise, step-by-step set of instructions used to solve a problem or achieve an objective.  
 Know the effect of carrying out a task with no instructions.  
 Know that computers need precise instructions to follow.  
 Know that an algorithm written for a computer to follow is called a program.  
 Know how the order of instructions affects the result.  
 Know how the order in which the steps of a recipe are presented affects the outcome.  
 Know that correcting errors in an algorithm or program is called 'debugging'.

**Vocabulary:**

Pictogram- A diagram that uses pictures to represent data.  
 Data – Facts and statistics collected that can provide information.  
 Collate – Collect and combine texts, information, or data.  
 Instruction – Information about how something should be done.  
 Algorithm – A precise, step-by-step set of instructions used to solve a problem or achieve an objective.  
 Computer – An electronic device for storing and processing data.  
 Program – To provide a computer or other machine with coded instructions.  
 Debug – To find and remove errors from computer hardware or software.

**Lesson Sequence:**

Lesson 1: I know that data can be represented in picture format.  
Lesson 2: I can contribute to a class pictogram and know what it shows.  
Lesson 3: I can use a pictogram to record the results of an experiment.  
Lesson 4: I know the importance of following instructions.  
Lesson 5: I can follow and create simple instructions on the computer.  
Lesson 6: I know how the order and accuracy of instructions affects the result.

