Computing Knowledge Organiser

Year 3	Computing – Computational Thinking	Spring 2

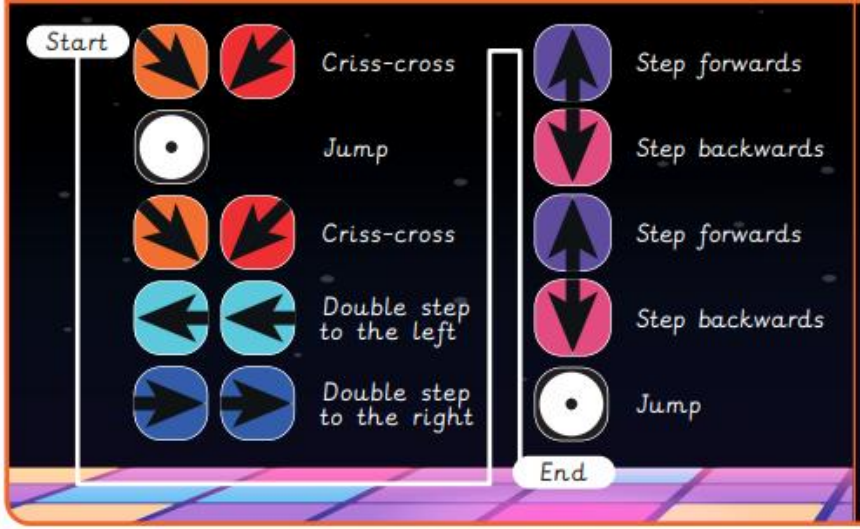
Abstraction	Identifying the important detail and ignoring irrelevant information.
Algorithm design	Creating a formula or set of instructions to solve the problem.
Code (computer)	A set of instructions written in programming language, to tell a computer what to do.
Code blocks	A visual representation for a section of code that performs a certain job. They can be snapped together to build a program.
Computational thinking	A method of tackling a complex problem, to devise a solution which both computers and humans can understand.
Computer	Electronic machines that accept and process information to produce an output, and then store the results.
Decompose	To break something down into smaller chunks.
Pattern recognition	Identifying similarities and recurrences in data.
Problem	A matter or situation that needs to be resolved.
Sequence	A set order or pattern for something to follow.



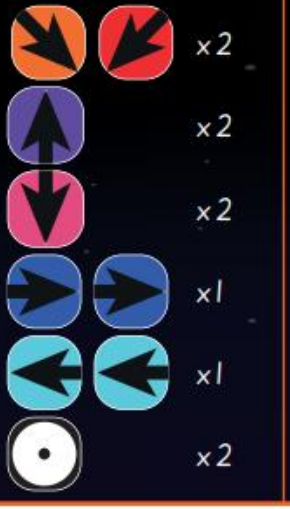
Data without any identification, order or sequence.



Sequence of dance moves:



Decomposition:



Pattern recognition:

