



Computing Subject knowledge, discipline and vocabulary

Year 2 Summer

Unit	Making Music	Programming Quizzes
Previous Learning		<ul style="list-style-type: none">• I can create algorithms• I can add programming blocks based on my algorithm• I can text the programs I have created
Subject Knowledge (what)	<p>Understanding computer programming.</p> <p>NC:</p> <ul style="list-style-type: none">– Use technology purposefully to create, organise, store, manipulate and retrieve digital content <ul style="list-style-type: none">• Music can generate emotions.• There are patterns within music, known as ‘rhythms’.• Music can be used in different ways to trigger imaginations.• The pitch and duration of notes can be altered.• Music is a series of notes.• Music is created for a purpose.	<p>Understanding how digital photographs are capture and manipulated.</p> <p>NC:</p> <ul style="list-style-type: none">- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions- Create and debug simple programs- Use logical reasoning to predict the behaviour of simple programs <ul style="list-style-type: none">• An algorithm is a set of clear, precise and ordered instructions.• A computer program is the implementation of an algorithm on a digital device.• There are four levels to describe a project, in programming:<ul style="list-style-type: none">○ Task- what is needed○ Design- what it should do○ Code- ho it is done○ Running the code- what it does• The sequence of commands has a start.• The sequence of commands has an outcome.
Subject Discipline (how)	<ul style="list-style-type: none">• Listen with concentration to a range of music• Use a range of vocabulary to describe the emotions elicited from a piece of music.• Create rhythms using percussion instruments and computers.• Experiment with the pitch and duration of notes.• Use technology to create and refine musical patterns.• Create music to describe movements.• Improve and edit compositions.	<ul style="list-style-type: none">• Identify the start and outcomes of sequences in real-world scenarios.• Identify the start and outcomes of sequences in computer programs.• Alter the outcomes of sequences.• Create a program using a given design.• Change a given design.• Edit and improve a project.

Key Vocab	<ul style="list-style-type: none"> • Music- vocal or instrumental sounds combined to create harmony. • Planets- a celestial body orbiting a star. • Mars- the fourth planet from the sun. • Venus- the second planet from the sun. • War- a state of conflict between two groups. • Peace- an absence of war. • Quiet- making little or no noise. • Loud- making lots of noise. • Feelings- an emotional state. • Emotions- a strong feeling deriving from mood. • Pattern- a combination of elements that can be repeated. • Rhythm- the placement of sounds in time. • Pulse- a steady beat. • Pitch- how high or low a note is. • Tempo- the speed of music. • Note- a symbol denoting a musical sound. • Instrument- a tool to create musical sounds. • Create- bring something into existence. • Open- loading a saved file to appear on screen. • Edit- to make changes or corrections to something. 	<ul style="list-style-type: none"> • Decomposition- breaking a task into smaller chunks. • Sequence- the order commands are given. • Unambiguous- only having one meaning. • Algorithm- a set of rules followed by a computer. • Program- a detailed plan or procedure for solving a problem with a computer. • Order- the arrangement on a sequence. • Command- an instruction given to a computer. • Prediction- a statement about what might happen in the future. • Artwork- paintings, drawings or illustrations. • Design- a plan or drawing to show the function of objects. • Route- the course taken to get to a destination. • Debugging- fix a sequence. • Outcome- the end result of a sequence. • Start- the first command in a sequence. • Run- to begin an algorithm • Sprite- a character/object in Scratch Jr. • Blocks- a command in Scratch Jr. • Evaluate- an assessment of a design
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