

Year 7 Introduction to Computers Knowledge Organiser

| | Definition |
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| Acceleration | Increase in speed or rate. |
| Environment | The surroundings or conditions in which a person, animal, or plant lives or operates. |
| Object | A material thing that can be seen touched. |
| Obstacle | A thing that blocks one's way or prevents or hinders progress. |
| Settings | A set of controls that can be adjusted. |

| In this unit, we will be... |
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| Investigating and evaluating the features of programming software. |
| Programming Kodu using When and Do instructions. |
| Using tools and adding features to create an original landscape in Kodu. |
| Analysing and deconstructing code to work out its purpose. |
| Programming a character to be controlled around a custom track to reach a goal. |
| Programming a character to follow an automatic path. |

