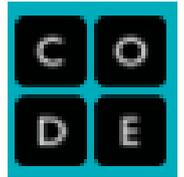# Knowledge Organiser

Year: 2	Term: 4	Focus: Art and I.T	Topic: Amazing Animals

Key words:

instructions

algorithms

program

coding

right angle

I.T: For games and programs on computers to work you need to put in a set of instructions. These are called algorithms. We use algorithms to tell a computer what to do, a bit like a recipe when you are cooking. These could be simple things like 'move forward, move back' or more complicated. To check these algorithms work we need to carry out tests and then change anything that is wrong.

**Forwards   Backwards   Left   Right**

Science: We will be continuing our learning about animals (including humans) and what they need to survive in the wild. We will be thinking about food chains and life cycles and how these change depending on the animal!

Maths: We will also be logging in to our Numbots accounts to practise our Maths Skills. Make sure you have your password ready, it's in your reading record!

Art: Sketching is a skill we use when drawing in art. Using a pencil lightly press down on the paper and make a rough drawing. Sometimes you might be copying a picture or you could be drawing from a picture in your head! We will use different graded pencils to make marks.

grass → rabbit → fox

lettuce → snail → wren → eagle
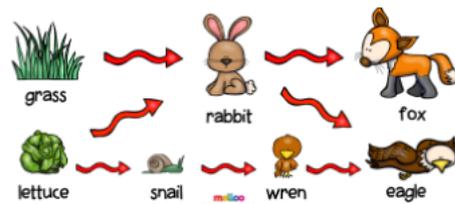
Key words:

sketch

graded

draw

hatch

Art: We will use the iPad to take photos of things we would like to sketch around the school. We will then print them and demonstrate our ideas through sketching. We will also practise drawing animals and look at the different parts of their bodies.

Key Questions:

How can you programme a beebot to turn a right angle?

Do you know how to log in to Num Bots?

What is a food chain? What is a life cycle?

How can we shade by only using sketching pencils?

Which animal would you like to sketch?