

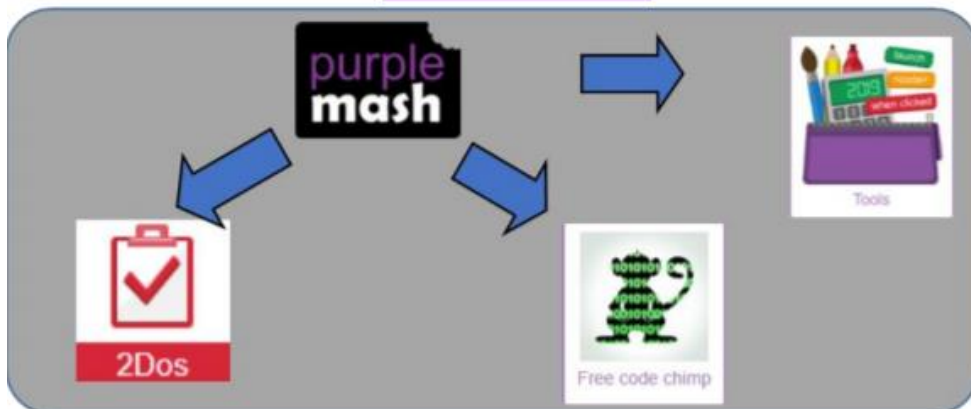


## Year 1 Computing Autumn Term Coding

### Key Learning

- To understand what coding means.
- To use design mode to set up a scene.
- To add characters.
- To use code blocks to make the character perform actions.
- To use collision detection.
- To save and share work.
- To know the save, print, open and new icon.

### Key Resources



### Key Vocabulary

Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Background	The part of the program design that shows behind everything else. It sets the scene for the story or game.
Code block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Code Design	Design what your program will look like and what it will do.
Coder	A person who writes computer code.
Coding	Writing instructions that can be interpreted by a computer to create a program.
Collision Detection	Detecting when two characters on the screen touch each other.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

9 hours over Autumn Term

### **2Type Activity**

### **Online Safety**

Safe Logins

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Safe Logins

### **Coding: Lesson 1**

To understand what coding means in computing.

To create unambiguous instructions like those required by a computer.  
To build one- and two-step instructions using the printable code cards.

### **Coding: Lesson 2**

To introduce 2Code.  
To use the 2Code program to create a simple program.

### **Coding: Lesson 3**

To use Design Mode to add and change backgrounds and characters.  
To use the Properties table to change the look of the objects.

### **Coding: Lesson 4**

To design a scene for a program.  
To use code blocks to make the characters move automatically when the green Play button is clicked.  
To add an additional character who moves when clicked.

### **Coding: Lesson 5**

To explore the When Key and When Swiped commands.  
To use the Stop button to make characters stop when the background is clicked.

### **Coding: Lesson 6**

To explore a method to code interactivity between objects.  
To use Collision Detection to make objects perform actions.  
To use the sound property.