

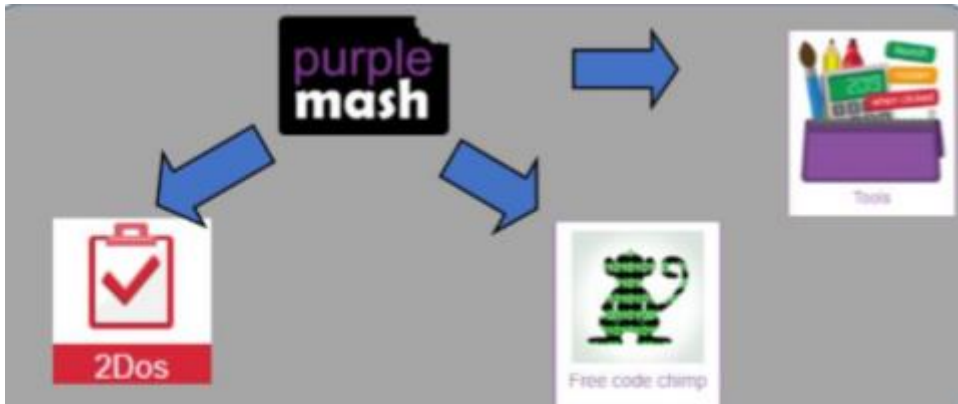


Year 2 Computing Autumn Term Coding

Key Learning

To understand what an algorithm is.
To design algorithms and then code them.
To compare different object types.
To use the repeat command.
To use the timer command.
To know what debugging is and debug programs.

Key Resources



Key Vocabulary

Action	Types of command which are run on an object. They are used to change or move an object.
Character	A type of object that can be programmed to change.
Command	A single instruction that is put into a computer program.
Debug/debugging	Looking for problems in a code and then fixing them.
Input	Information that gets put into the computer. This can be done with the mouse or keyboard.
Object	Something in the computer that can be changed by the code.
Repeat	This is when a block of commands run for a set number of times or forever.
When clicked	An event command. When you click on something it makes the code run.
When key	An event command. When you press the named key it makes the code run.

8 hours over Autumn Term

2 Type Activity

Online Safety

Searching and Sharing

Online Safety

Email

Coding: Lesson 1

To understand what an algorithm is.
To create a computer program using simple algorithms.

Coding: Lesson 2

To compare the Turtle and Character objects.
To use the button object.
To understand how to use the Repeat command.
To understand how to use the Timer command.

Coding: Lesson 3

To know what debugging means.
To understand the need to test and debug a program repeatedly.
To debug simple programs.

Coding: Lesson 4

To create programs using different kinds of objects whose behaviours are limited to specific actions.
To predict what the objects will do in other programs, based on their knowledge of what the object is capable of.

Coding: Lesson 5

To use all the coding knowledge, they have learned throughout their programming lessons to create a more complex program that tells a story.