Year 2 Computing: Coding (Computer Science)

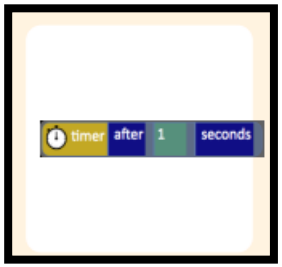
Free code chimp

Prior Learning

- I can program a beebot to move along a route.
- I can create a program using sequencing and re-peat.
- I know that instructions have to be clear.

Sticky Knowledge

- I understand what an algorithm is.
- I can create a computer program using an algorithm.
- I can create a program using a given design.
- I understand the collision detection event.
- I understand that algorithms follow a sequence.
- I can design an algorithm that follows a timed sequence.
- I understand that different objects have different properties.
- I understand what different events do in code.
- I understand the function of buttons in a program.
- I can debug simple programs.



2simple

Key Vocabulary

action	Types of commands, which are run on an object. They could be used to move an object or change a property.
algorithm	A precise step by step set of instructions.
background	In 2Code the background is an image in the design that does not change.
bug	A problem in a computer program that stops it working the way it was designed.
button	A type of object that responds to being clicked on
click events	An event that is triggered when the user clicks on an object.
collision detection	In 2Code, this measures whether 2 objects have touched each other.
event	An occurrence that causes a block of code to be run.
interaction	When objects perform actions in response to each other e.g. a frog turning into a monkey when it collides with a tree.
interval	In a timer, this is the length of time between the timer code running and the next time it runs. e.g. every 1 second.
object	Items in a program that can be given instructions to move or change in some way (action).
output	Information that comes out of the computer e.g. sound.
properties	These determine the look and size of an object.
run	Clicking the Play button to make the computer respond to the code.