Year 2 – Autumn 1 – Computing: Coding

What should I already know?

- What instructions are.
- How to use code to make a computer program.
- What objects and backgrounds are.

Key Learning

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

We will be using Purple Mash.

Open, close or share a file.

Save your work.

Watch the instruction video.

Open design mode in 2Code.

A timer code block.

Key Vocabulary and Definitions

	Definition
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 used to solve a problem or achieve an objective.
Collision detection	This measures whether 2 objects have touched each other.
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.
Debug	Fixing code that has errors so that the code will run the way it was designed to.
Command	A single instruction.
Event	An occurrence that causes a block of code to be run.
Execute	This is the proper word for when you run the code. We say, 'the program (or code) executes.'
Object	Items in a program that can be given instructions to move or change in some way (action).
Run	Clicking the Play button to make the computer respond to the code.
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.
Implement	When a design is turned into a program using coding.
Interaction	When objects perform actions in response to each other.