St Peter's Roman Catholic Primary School

Computing Year 2 Autumn

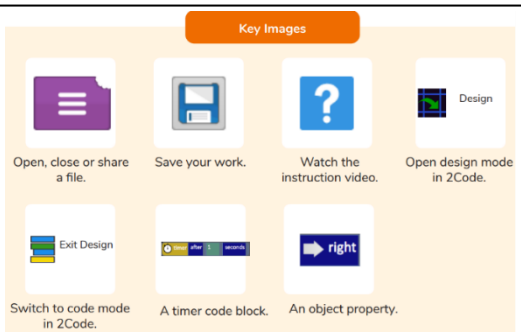
Computer Science: Coding

At the end of this topic, children will know…

- That an algorithm is a set of instructions that a computer or program follows.
- How to design and debug simple programs.
- To understand what different events do in code.
- To understand the function of two buttons in a program.

Resources on Purple Mash -





Key Questions
What is an algorithm? Why is it useful for coding?
An algorithm is a step-by-step set of instructions used to solve a problem or achieve an objective. A clear algorithm can help you to create code that does what it is supposed to do.
Why is it important to know there are different object types?
Different object types can do different actions. For example, in 2Code, an animal object can do actions such as up, down and stop. A turtle goes forward, backward, pen down and pen up.

KEY VOCABULARY

Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Background	In 2Code the background is an image in the design that does not change.
Debug/Debugging	Fixing code that has errors so that the code will run the way it was designed to.
Event	An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key or clicking the screen.
Command	A single instruction in 2Code.
Output	Items in a program that can be given instructions to move or change in some way (action).
Collision detection	In 2Code, this measures whether 2 objects have touched each other.
Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Button	A type of object that responds to being clicked on.