

Year: 2
Term: Autumn 1
Topic: Unit 2.1 Coding

St Dennis Primary Academy

"Everyone matters, everyone succeeds, every moment counts"



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.

Glossary

object	An element in a computer program that can be changed using actions or properties,
predict	Say what you think when a piece of code is run.
properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale.
run	To cause the instruction in a program to be carried out.
scale	The size of an object in 2Code.
scene	A visual aspect of a program.
sequence	When a computer program runs commands in order.
sound	This is a type of output command that makes a noise.
test	When code is run to check that it works correctly.
text	Typed letters on a screen.
timer	Use this command to run a block of commands after a timed delay or at regular intervals,
when clicked/ swiped	An event command. It makes code when you click or swipe on something.



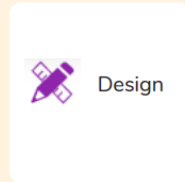
Open, close or share a file.



Save your work.



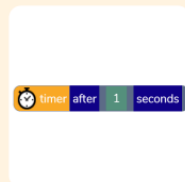
Watch the instruction video.



Open design mode in 2Code.



Switch to code mode in 2Code.



A timer code block.



An object property.