Computing Year 2 Autumn 1

Unit 2.1 Coding

Prior Learning	**Unit 1.1 Coding** **Unit 1.4 Lego Builders** **Unit 1.5 Maze Explorers**	
Key Vocabulary	**Objectives** ***taken from Progression Document***	**Key Knowledge**
action **button** **click events** **collision detection** **debug/ debugging** **event** **object** **properties** **run**	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 design an algorithm that follows a timed sequence. To understand that algorithms follow a sequence. To understand that different objects have different properties. To understand what different events do in code. To create a program using a given design. To understand the function of buttons in a program. To know what debugging means. To understand the need to test and debug a program repeatedly. To debug simple programs.	Children know that an algorithm is a precise set of instructions. Children know that for the computer to make something happen, it needs to follow clear instructions in the correct sequence. Children know that a bug is a problem in an algorithm. Children know that debugging is a way to 'fix' the problem (bug) Children know that it is possible to predict what will happen in an algorithm by 'reading' the code. Extended Knowledge Children know that different parts of a programme respond to specific events and cause specific actions.