

Year 2 Spring 2 Computing- Programming

Big Question

How Can I Become a Programmer?



Key Vocabulary for the unit:

Algorithm: A set of commands in an order.

Commands: Give an order or instruction.

Program: To give a device a set of instructions.

Code: The set of instructions.

Sequence : The order things need to happen.

Directions: The way you want something to move (forwards, backwards, right or left).

Orientation: 90 degree turns left or right (RT 90, LT90).

Debug: Take out any mistakes in code.

Error: A mistake.

Loop: A repeated set of instructions.

Pen up and Down: When to draw and stop.

Block: A small section of code.

Script Area: Where code is placed into blocks.

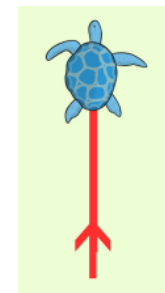
Powerful knowledge/skills for this unit:

- ◆ I can create an algorithm to move or rotate the turtle.
- ◆ I can create an algorithm and use the repeat command.
- ◆ I can create an algorithm and add sound.
- ◆ I can create an algorithm and use the repeat and say command.
- ◆ I can create an algorithm and use the green flag to start.
- ◆ I can create an algorithm and use the commands to change the backdrop and add sprites.

What I should already know from Year 1:

- ◆ I can create instructions using pictures.
- ◆ I can write simple instructions.
- ◆ I can program a Bee-Bot.
- ◆ Improve or change command.

Useful diagrams for the unit:



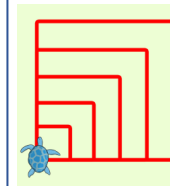
Forwards



Backwards



Left and right



Repeat



Pen up and pen down



Scripts area