Year 2 Summer 2– Programming

Big Question

How can I become a programmer?

Key Vocabulary for the unit:

Algorithm: A clear set of instructions to carry out a task.

Animation: Pictures or photographs in a sequence to give the illusion of movement.

Bug: An error or mistake in computer code.

Code (computer): A set of instructions written in programming language, to tell a computer what to do.

Code (verb): To write in programming language (code)."

Debug: To fix the error in code.

Icon: A small image which represents something or someone.

Instructions: A list of commands and directions on how to do something.

Loop: A repeated sequence of instructions.

Repeat: To do the same again.

Sequence: A set order or pattern for something to follow.

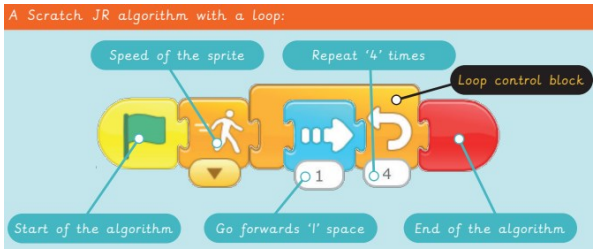
Powerful knowledge/skills for this unit:

- To know that coding is writing in a special language so that the computer understands what to do.
- To understand that the character in ScratchJr is controlled by the programming blocks.
- To know that you can write a program to create a musical instrument or tell a joke.

What I should already know from Year 1

To understand the basic functions of a Bee-Bot.

To know that you can use a camera/tablet to make simple videos.

To know that algorithms move a Bee-Bot accurately to a chosen destination.

Useful diagrams for the unit: