



What do I already Know?



To understand algorithms.



To give instructions in a sequence.



Basic knowledge of block coding.



To use coding with 2go.



To forward plan to achieve a solution.

Subject: **Coding** Year Group: **2**
Unit: **Coding**

What will I be learning?



To create a computer program using an algorithm.



To understand that different objects have different attributes (properties).



To understand ways that the collision detection event can be used in a program.



To understand the function of button objects in a program.



To design a program that follows a timed sequence.



To understand the importance of testing and debugging.

What is my end Goal?



To create own computer program.

What will I be learning next?



To look at flowcharts.



To create longer algorithms.



To use timers.



To use selection and loops.



To use IF statements.



To use coding language other than blocks.

Enquiry Question Focus

How can I use different coding features to build a program?



AFL Questions



If you are good at coding, you don't need to debug. Is this true?



What is an algorithm?

Star Words Key vocabulary



Algorithm

A set of instructions in order.



Coding

Creating instructions for a computer, telling it what to do, step-by-step.



Command

An action such as, 'turn left'.



Debugging

To find and remove bugs (errors) from a computer program.



Sequence

Putting commands in the correct order.



Button

A type of object in 2Code that responds only click events.



Event

Something that happens such as clicking a button, to start an action,



Run

To start a program so it carries out its instructions.



When Clicked

An event command that is triggered when an object is clicked on.



Program

A set of coded instructions that makes something happen.

Small steps, big skills!

