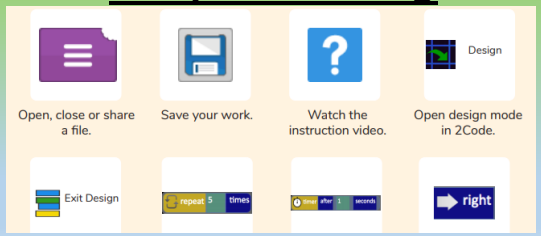
Sauncey Wood Primary School

Year 2
Summer 1
Computing

Computer Coding



Background information

A basic explanation of what coding is. In order to play games, do homework or talk to friends on a computer, programs are used. Computer programs are made using a special language called code. Coding is used so that the computer understands what to do. A cartoon mouse is seen programming another mouse on the screen to move forwards and backwards using words and numbers. Once the mouse knows how to write basic code she feels that she is able to program the computer to do lots of different things.

Knowledge and Understanding

In this unit pupils will learn…

- **To understand what an algorithm is.**
- **To design algorithms and then code them**
- **To compare different object types**
- **To use the repeat command**
- **To use the timer command**
- **To know what debugging is and debug programs**

Algorithm

Enquiry skills and Key concepts

- What is an algorithm?
- Why is it useful in coding?
- Can you explain what the repeat command and the timer command do?
- If you are good at coding, you don't need to debug. Is this true?

Key Vocabulary:

- Action
- Character
- Command
- Algorithm
- Code block
- De bugging
- Bugging
- Bug
- Code Design
- Design mode
- Input
- Output
- Properties
- Object
- Timer
- Repeat
- When clicked
- Scale
- On Key