



St Andrew's C of E Maghull

Computing Knowledge Organiser

Year 2 – Autumn 1 – Coding



Key Knowledge

To understand what an algorithm is ---
 Children can explain that an algorithm is a set of instructions.
 Children can explain that for the computer to make something happen, it needs to follow clear instructions.
 To understand how use the Repeat command.
 To understand how to use the Timer command.
 They can begin to make choices about which object type to use.
 Children are beginning to understand that the Repeat and Timer commands both make objects repeat actions but function differently and the type of object can affect which is the best command to use.
 To know what debugging means -- Children can explain what debug (debugging) means.
 To understand the need to test and debug a program repeatedly.
 Children can explain why it is important to save their work after each functioning iteration of the program they are making.
 To predict what the objects will do in other programs, based on their knowledge of what the object is capable of.

Vocabulary

Action - Types of commands, which are run on an object. They could be used to move an object or change a property.
 Algorithm - A precise step by step set of instructions used to solve a problem or achieve an objective.
 Background - The part of the program design that shows behind everything else. It sets the scene for the story or game.
 Button - An object on the screen which can be clicked on.
 Debug/Debugging - Looking for any problems in the code, fixing and testing them.
 Design Mode - Used to create the look of a 2Code computer program when it is run.
 Object - An element in a computer program that can be changed using actions or properties
 Timer - Use this command to run a block of commands after a timed delay or at regular intervals.

Lesson Sequence

Lesson 1
 I can create a computer program using an algorithm.
Lesson 2
 I can create a program using a given design and understand the collision detection event.
Lesson 3
 I can understand algorithm sequences and design a timed sequence.
Lesson 4
 I can understand that different objects have different properties.
Lesson 5
 I can use buttons in a program through creating a given design.
Lesson 6
 I can debug a program.

Key Resources



Key Images

