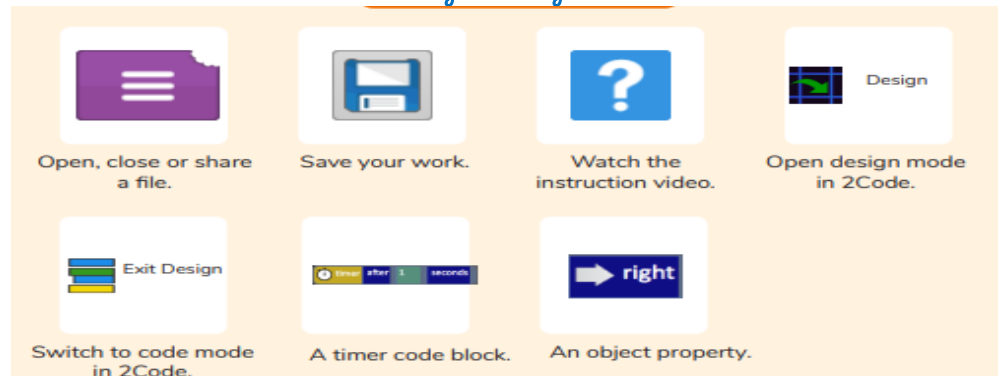


# Coding

Year 2

Computing

## Key images



## Key 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.
Instructions	Detailed information about how something should be done or operated.
Interval	In a timer, this is the length of time between the timer code running and the next time it runs
Run	Clicking the Play button to make the computer respond to the code
Interaction	When objects perform actions in response to each other.

## Key learning:

- ❖ To understand what an algorithm is.
- ❖ To create a computer program using an algorithm.
- ❖ To create a program using a given design.
- ❖ To understand the collision detection event.
- ❖ To understand that algorithms follow a sequence.
- ❖ To design an algorithm that follows a timed sequence.
- ❖ To understand that different objects have different properties.
- ❖ To understand what different events do in code.
- ❖ To understand the function of buttons in a program.
- ❖ To understand and debug simple programs