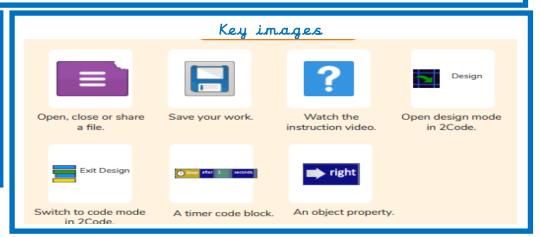
## Coding

Year 2
Computing



Action  Types of commands, which are run on an object. They could be used to move an object or change a property.  Alogrithm  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 Vocabulary	
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## 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