

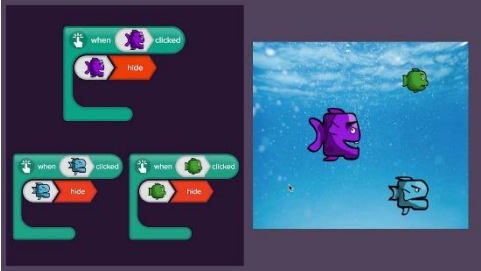

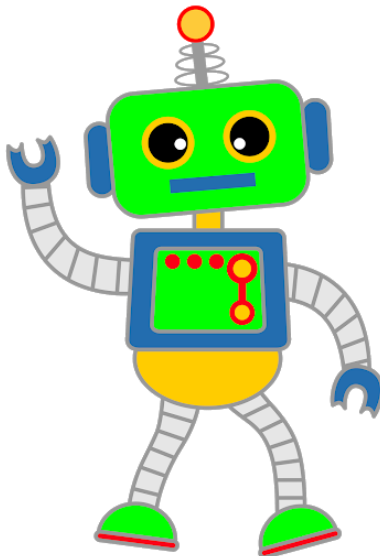




Subject: Computing	Year group: 1 Term: Summer 2	Title: Coding
<p>What should I know?</p> <ul style="list-style-type: none"> • That programs need to follow specific instructions to work accurately. • That information can be retrieved from computers • How to select and use technology for particular purposes • How to interact with age-appropriate computer software • About similarities and differences in relation to places, objects, materials and living things 	<p>Facts I will learn ...</p> <ul style="list-style-type: none"> • To understand what instructions are and predict what might happen if they are followed. • That code makes computer programs • That algorithms are a series of steps or instructions to achieve a specific goal • Know what an event is. • That devices respond to commands • The meaning of the term program • That there are different ways to create or produce a sequence of commands, including verbal, recorded, graphical, pressing buttons and on screen methods • What debugging is and begin to understand that you can develop strategies to help find bugs • Know what logical reasoning is and how it can be used to predict what happens in simple programs 	<p>Key questions ...</p> <ul style="list-style-type: none"> • What is coding? • What is a program? • Which devices in the home respond to commands? • How can I debug my algorithm? • What is logical reasoning? • Did my algorithm work? How can it be improved? • What is an event? • Why is it useful to design before coding? • How can you make characters move in a 2Code program? 

Key Skills...	Experiences that school may provide:	Key vocab	Definition
<ul style="list-style-type: none">To give and follow commands (one at a time) to navigate other children and programmable toys around a course or a familiar journey, including straight and turning movementsTo plan, generate and follow a sequence of instructions (actual and on-screen) to make something happen; or complete a given task or problem to create a simple programTo explore and create sequences of commands/instructions in a variety of programs/devicesTo make predictions and describe the effects when creating programs and controlling devicesTo identify errors in instructionsTo use logical reasoning to predict what will happen in simple programs 	<ul style="list-style-type: none">The opportunity to explore how robots and other mechanical toys follow commands to achieve a specific goalThe opportunity to program a variety of devices practically and using computer software 	Action	Types of commands which are run on an object. They could be used to move an object or change a property
		Code	Instructions written using symbols and words that can be interpreted by a computer
		Event	Something that causes a block of code to be run
		Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective
		Command	A single instruction in a computer program
		Execute	To run a computer program
		Background	The part of the program design that shows behind everything else. It sets the scene for the game
		Debug/ Debugging	Finding a problem in the code and fixing it
		Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swimming and tilting the device
Web links	Experiences that could be provided at home...		

https://www.j2e.com/jit5?fileId=ar5v2sCoBLpFYBED&turtle https://www.j2e.com/jit5?fileId=744GM5KjJtJNvcyY&turtle	<ul style="list-style-type: none"> Talk about which devices in your home are operated using commands 	Object	An element in a computer program that can be changed using actions or properties
		Instruction	Detailed information about how something should be done
		Scene	The background and objects together create a scene
		Run	To cause the instruction in a program to be carried out