



Year One Programme A

Topic – Coding (Computer Science)

Term: Summer 1

Key Learning

To understand what instructions are and predict what might happen when they are followed.
To use code to make a computer program.
To understand what object and actions are.
To understand what an event is.
To use an event to control an object.
To begin to understand how code executes when a program is run.
To understand what backgrounds and objects are.
To plan and make a computer program. To introduce e-books and the 2Create a Story tool.

Key Vocabulary

Action - Types of commands, which are run on an object. They could be used to move an object or change a property.
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.
Character - A type of object in 2Code that can be programmed to change actions or properties.
Code block - A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Code Design – Design what your program will look like and what it will do.
Coder - A person who writes computer code.
Coding – Writing instructions that can be interpreted by a computer to create a program.
Collision Detection - Detecting when two characters on the screen touch each other.
Command - A single instruction in a computer program.
Design Mode - Used to create the look of a 2Code computer program when it is run.
Input - Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Object - An element in a computer program that can be changed using actions or properties.
Program – In 2Code this is several commands that run purposefully together.
Properties – All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Scale - The size of an object in 2Code.
Stop command - A command that stops a character moving.
Sound - This is a type of output command that makes a noise.
When clicked - An event command. It makes code run when you click on something (or press your finger on a touchscreen).
When Key - An event command. It makes code run when you press the specified key on the keyboard.

Key Skills

Computer Science
Make very simple programs.

Learning Links

Coding

Algorithms
Collision detection
Timers
Object types
Buttons
Debugging

Questioning

Logical decision processing
Forward planning to achieve a solution