



Respect, Believe, Achieve

Year 2

Inputs and Instructions

Computer Science

Key Words

algorithm	A list of step by step instructions. (e.g. pick up toothbrush, open mouth, brush teeth)
block code	Instructions computers can understand, designed to look like blocks that click together.
input	Something which sends a signal to a computer. (e.g. mouse, keyboard, light sensor)
debug	Find and fix a mistake in the instructions.
event	When the computer.
command	An instruction that a computer understands.

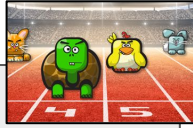
What do I already know?

- I can access online tools from the school website.
- I can begin to use software/apps to create movement and patterns on a screen.
- I can begin to predict what will happen for a short sequence of instructions.
- I can make objects move and stop.
- I can plan events by describing what I want to happen.

Our Learning Steps

1. Introduce Inputs

I will use match the instructions given in a race in real life to the instruction I use in a computer program.



2. Using the Keyboard

I will learn that inputs can be used to make objects move, hide, appear and turn.



3. Using the Mouse

I will use the mouse to control what happens.



4. Using Buttons

I will use buttons to control events.



5. Debugging

I will fix code from the games I have explored.



6. Assessment: Tell A Story

I can use programming software to make objects move. I can watch a programme run and spot where it goes wrong so I can debug it.

