



Respect, Believe, Achieve

# Year 2

## Inputs and Instructions

Computer Science

### Key Words

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

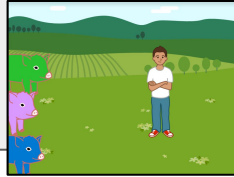
### What do I already know?

- I can access online tools from the school website.
- I can give instructions to my friend and follow their instructions
- I can describe what actions I will need to do to make something happen, and begin to use the word algorithm
- I can predict what will happen for a short sequence of instructions
- I can use programming software to make objects move.
- I can run a program and spot where it goes wrong so I can debug it.

## Our Learning Steps

### 1. Sprites and Backgrounds

Make a picture from a story by adding characters, backgrounds and props.



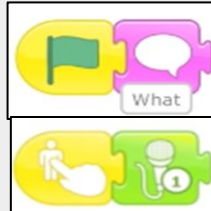
### 2. Making Things Move

Drag sprites to starting location. Then add movements. You can add a number to give how many steps they should travel.



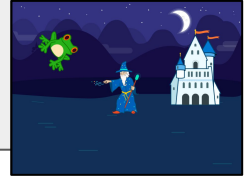
### 3. Make Things Talk

Record words for your characters, or write speech bubbles.



### 4. More Commands

I will add to the story by adding movement, changing size, making sprites hide or appear or changing scene.



### 5. Debugging

I will test my code as I add to it.  
I will remove or fix code I don't want.



### 6. Assessment: Tell A Story

I can use movement and other commands to tell a story.  
I can watch a programme run and spot where it goes wrong so I can debug it.

