



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. |
| key event | When a keyboard button is pressed. |
| command | An instruction that a computer understands. |

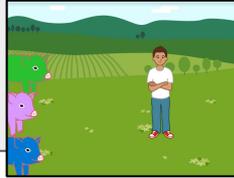
What do I already know?

- 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.

