Year 2
Programming
Computer Science
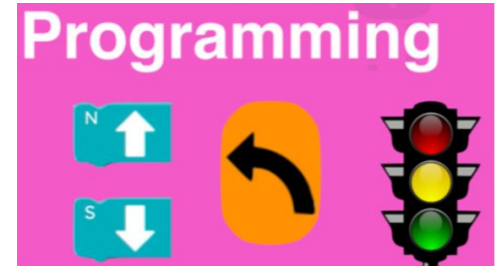
Key Words	
algorithm	A list of step by step instructions. (e.g. pick up toothbrush, open mouth, brush teeth)
block code	Instructions computers can understand, designed to look like blocks that click together.
input	Something which sends a signal to a computer. (e.g. mouse, keyboard, light sensor)
debug	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. |

1. Sequence
Place instructions into the correct order (sequence) to make something work.

2. Direction
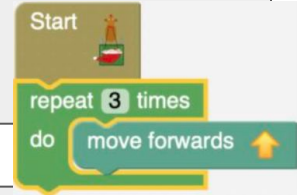Use direction arrows to move an on-screen object (character/sprite) to achieve an objective
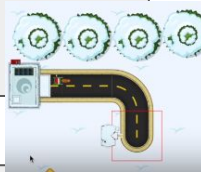
3. Predict
Predict a route and sequence direction commands (algorithm) to achieve an objective.

4. Debug
Correct the errors if necessary (debug).

5. Code blocks
Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.

6. Loops
Use loops to simplify code.