

Computing Year 2 Autumn 2

Symbols

Implement When a design is turned into a program.	Instructions Information about how something should be done.	Interaction When objects perform actions e.g. a frog turning into a monkey when it collides with a tree.
Interval In a timer, this is the length of time between the timer code running and the next time it runs e.g. e	Object Items in a program that can be given instructions to move or change in some way (action).	Properties These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.



Free code chimp



2Dos



Tools

We will learn to:

- To understand what an algorithm is.
- To create a computer program using an algorithm.
- To create a program using a given design.
- To understand the collision detection event.
- To understand that algorithms follow a sequence.
- To design an algorithm that follows a timed sequence.
- To understand that different objects have different properties.
- To understand what different events, do in code.
- To understand the function of buttons in a program.
- To understand and debug simple programs

Vocabulary

- **Algorithm** – list of rules to follow
- **Design** – a plan that helps make something
- **Collision** – when one object runs into another
- **Sequence** – the order in which things happen
- **Debug** – to remove mistake