

Y2 Computing (Computer Science)

National Curriculum	Knowledge	Skills	Y1 Vocab	Y2 Vocab
<ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Create and debug simple programs. • Use logical reasoning to predict the behaviour of simple programs. 	<ul style="list-style-type: none"> • Understand that a computer has a variety of inputs (click, keys, swipes etc.). • Understand that each line of code is like an instruction. • Understand that a program can do multiple actions at different times its run. 	<ul style="list-style-type: none"> • Write code that gives objects commands when keys are pressed. • Write code that gives objects commands when a screen is swiped. • Write code that makes an object change direction. • Explain what each line of code does in a program. • Begin to use more technical vocabulary such as execute, button and algorithm when explaining my code. • Program a BeeBot to travel from A to B in the Shortest / Longest Route. 	<ul style="list-style-type: none"> • Code • Instructions • Screen • Direction • Run • Action • Object • Up/down • Left/right • Program • Icon • App • Event 	<ul style="list-style-type: none"> • Control • Swipe • Algorithm • Execute • Press • Button • Bug • Debug • Fix • Quickest • Shortest • Efficient
Units to Teach	Key Questions			Maths Links
<ul style="list-style-type: none"> • Block Coding 2a – Different sorts of inputs. • Block Coding 2a – Buttons & Instructions. • BeeBot (Code-It) 	<p><i>What does a computer do?</i></p> <p><i>How does a computer make an object move?</i></p> <p><i>Can you describe what the object is doing?</i></p>	<p><i>How do we make a program start?</i></p> <p><i>What direction is the object moving?</i></p> <p><i>What can we program the objects to do?</i></p>	<ul style="list-style-type: none"> • Position & Direction. 	
Previous Learning		Future Learning		
<ul style="list-style-type: none"> • Understand that when a computer does something, it is following instructions called code (K) • Write code to make objects move in a certain direction (S) • Explain how their code makes an object move (S) • Write code and combine images to make a simple game (S) • Program a Beebot to move around a pre-designed world (S) 		<ul style="list-style-type: none"> • Know that different actions can happen at different times in a program (k) • Understand that there are certain ‘built in’ terms, such as if, to help create more complex programs (k) • Make different pieces of code execute at different times. • Use the conditional statement ‘if’ to instruct objects. • Make different pieces of code execute at different times. 		

