Newport Infant School—Computing

Topic: Computer Science	Key Stage 1 Year 2	Unit 2.1 Coding, (Purple Mash)

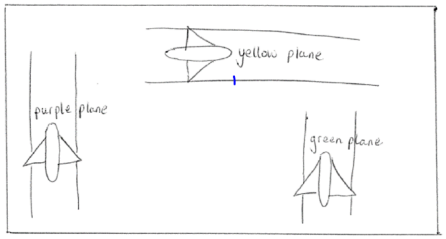
What should I already know?

- I know how to find and use the direction keys for left, right, forward and backward.
- I know that an algorithm is a set of instructions.
- I can create algorithms for digital devices to perform.
- I can write a program to control how a character moves.
- I can fix simple problems within a program.

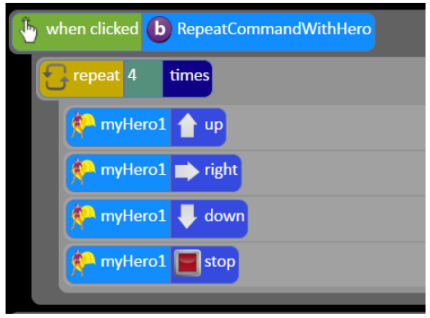
What I will know by the end of the unit

- Use these terms in programming: command, repeat, input, output, collision detection and timer.
- Explain what debugging is and why a computer program has not worked.
- Predict how a character will move based on their knowledge of the character and how they can be used.
- Plan and use algorithms in programs to achieve an end result.
- Code a program using a variety of objects, actions, events and outputs.

Task: To make an airport program where the planes take off.



1) Click purple plane to make it take off.
2) Click yellow plane to make it take off.
3) Click green plane to make it take off.
4) If green plane crashes with yellow plane; make crashing sound.





Vocabulary

Algorithm	Step by step instructions used to carry out a task in a specific order.
Command	A single instruction in a computer program.
Debugging	Fixing problems within a set of instructions to make sure they run smoothly.
Inputs	Information that goes into the computer/device.
Outputs	Information that comes out of the computer/device.
Repeat	To run a set of commands again or forever.
Timer	Create a delay before an action or during a series of actions.