


Curriculum Coherence – Year 2 Computing



Term 1		Programming: Extending algorithms Coding Unit 2.1
INTENT	IMPLEMENTATION	IMPACT
<p>KNOWLEDGE</p> <p><i>-Learn how to plan, create, code and evaluate a project of their own</i> <i>- Learn to read and understand different code and algorithms</i> <i>- Explore different blocks and commands and how they achieve different goals and effects.</i> <i>- Understand the importance of designing and planning to create an effective project</i></p>	<p>ACTIVITIES</p> <p>Lesson 1 WALT: algorithms – chn will understand what an algorithm is and how it gives the computer an instruction. Chn will then tinker and experiment with their own algorithms.</p> <p>Lesson 2 – WALT: understand ‘repeat’ and ‘timers’ – Chn will use repeat and timer commands to build into their own algorithms whilst using within readymade code.</p> <p>Lesson 3 – WALT: debug – Chn understand the term debug and run simple debugging process to test simple algorithms and programs.</p> <p>Lesson 4 – WALT: different object types – Chn use different objects within their programs testing them and predicting what will happen when they add different blocks and objects.</p> <p>Lesson 5 – WALT: design and test - Chn plan and design their own programs to achieve a specific goal then test to see if they work and evaluate to improve or debug.</p>	<p>OUTCOMES</p> <p>PUPILS will know</p> <p>-What an algorithm is and how they are used to give instructions to complete a task -how to problem solve and add improvements to their project</p> <p>Will be able to</p> <p>-create simple projects and edit and evaluate them to debug and correct errors - Talk through code use different code blocks and commands such as ‘repeat’ and ‘timers’</p> <p>will understand</p> <p>I can use evaluate the effectiveness of my own and others’ animations Know how to add further advancements and detail to their projects.</p>
<p>VOCABULARY</p> <p>Tinker, coding language, algorithm, sequence, project, stage, background, run, blocks, edit, debug, repeat, sprite, background, action,</p>		<p>NEXT STEPS IN LEARNING</p> <p>Scratch Junior Programming (Year 2 Summer Term)</p> <p>Scratch Programming (Year 4 Autumn Term) Chn will progress from Scratch Jnr (iPads) to Scratch (PC/Laptop)</p>
<p>SKILLS</p> <ul style="list-style-type: none"> • Evaluate content and own work • Use blocks and algorithms for different effects • Save work regularly to revisit • Evaluate own coding projects 		
<p>LINKS</p> <p>Maths – Position and movement</p>		