

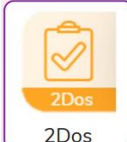









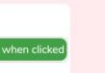

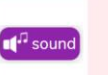


<div>KS1 Summer 1A Coding</div> <div></div>		<div>To be secure in this unit you must:</div> <div><ul style="list-style-type: none">- Understand what instructions are and predict what will happen when instructions are followed.- Understand that computer programs work by following instructions called code.- Use code to make a computer program.- Understand what objects/actions are and understand what an event is.- Use an event to control an object.- Understand what an event is.- Begin to understand how code executes when a program is run.- Understand what backgrounds and objects are.- Understand how to use the scale property.- Plan and make a computer program.</div>	<div>Education for a connected world: Health, Wellbeing & Lifestyle</div> <div><ul style="list-style-type: none">- To explain rules to keep myself safe when using technology both in and beyond the home.</div>
Vocabulary		Key questions	Key Resources
Action	Types of commands which are run on an object. They could be used to move an object or change a property.	<div>What is coding?</div> <div>Writing instructions in a way that a computer can interpret them to make a program.</div> <div>Why is it useful to design before coding?</div> <div>It helps you to get a clear idea of what you want your program to do. You can use the design to decide which objects you need to add, what to call them and what actions they should perform.</div> <div>How can you make characters move in a 2Code program?</div> <div>In design mode, add a character. Change properties such as the name and scale. Exit from design mode and drag your character's code block into the coding window. From the property's menu, select right, left, up or down.</div>	<div></div> <div><div><div>2Dos</div></div><div><div>Free code chimp</div></div><div><div>Tools</div></div></div>
Event	Something that causes a block of code to be run.		
Background	The part of the program design that shows behind everything else. It sets the scene for the story or game		
Execute	To run a computer program.		
Code	Instructions written using symbols and words that can be interpreted by a computer.		
Command	A single instruction in a computer program.		
Debug	Finding a problem in the code and fixing it.		
		Key Images	
		<div><div><div>Open, close or share a file</div></div><div><div>Save your work</div></div><div><div>Watch the instruction video</div></div><div><div>Get a hint when you are stuck in 2Code</div></div><div><div>Open design mode in 2Code</div></div><div><div>Switch to code mode in 2Code</div></div><div><div>The background object</div></div><div><div>A 'when clicked' code block</div></div><div><div>An object property</div></div><div><div>Sound output block</div></div></div>	