

COMPUTING

CODING

YEAR 2

AUTUMN

Key Vocabulary

Action	A type of command that could be used to move an object.
Bug	A problem in a computer program that stops it working the way it was designed.
Code block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Code design	Design what your program will look like and what it will do.
Command	A single instruction in a computer program.
Debug/debugging	Looking for any problems in the code, fixing and testing them.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Object	An element in a computer program that can be changed using actions or properties.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Repeat	A command used to make a block of commands run (or repeat) a set number of times or forever.
Scale	The size of an object in 2Code.
Timer	Use this command to run a block of commands after a timed delay or at regular intervals, for example every 5 seconds.

Key Images



Open, close or share a file



Save your work



Watch the instruction video



Open design mode in 2Code



Switch to code mode



A repeat code block



A timer block code



An object property



Resources



2Dos



Free code chimp



Tools

What is an algorithm?

An algorithm is a step-by-step set of instructions used to solve a problem or achieve an objective. A clear algorithm can help you to create code that does what it is supposed to do.

Do coders need to be able to debug?

All coders need to debug to make sure that their program works correctly, and the code does what they intended. As you get better at coding, your programs will get more complex and debugging gets even more important.