Computing Knowledge Organiser: Year 2 – Unit 2.1 – Coding

What do I already know?

How to use design mode to set up a scene and add characters.
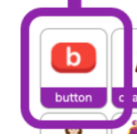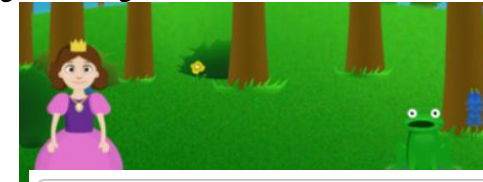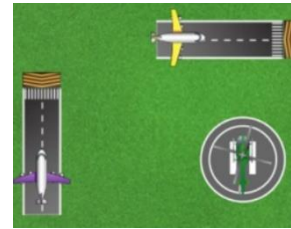
To use coding blocks to make a character perform an action and use collision

Key Resources

Free code chimp

Key Images

timer — when clicked — collision detection

when princess collides with frog — princess stop

Smelly Code

Key Learning

- ✓ To understand what an algorithm is.
- ✓ To design algorithms and then code them.
- ✓ To compare different object types.
- ✓ To use the repeat command.
- ✓ To use the timer command.
- ✓ To know what debugging is and debug programs.

Key Vocabulary

Collision Detection- Detecting when two characters on the screen touch each other.

When clicked - An event command. It makes code run when you click on something.

When Key - An event command. It makes code run when you press the specified key on the keyboard.

Timer - Use this command to run a block of commands after a timed delay or at regular intervals.

Character - A type of object in 2Code that can be programmed to change.

Scale - The size of an object in 2Code.

Debug/Debugging - Looking for any problems in the code.

Algorithm - A precise step by step set of instructions.

Design Mode - Used to create the look of a 2Code computer program.

Repeat - This command can be used to make a block of commands repeat.

Action - Types of commands, which are run on an object.

Code block – a group of commands joined together.

Object - An element in a computer program that can be changed using actions or properties.

Scene - A visual aspect of a program.