

Knowledge Organiser: Year 2 Computing – Summer 2 V4 2023



Children will know:

Unit 2.1 Coding

- How to create a computer program using an algorithm.
- How to use the collision detection event.
- How to use an algorithm which follows a timed sequence.
- And understand what different events do in code.
- How to debug simple programs.

Prior EYFS Learning Links:

EYFS - Nursery F1

• Experiment with making a floor robot move

EYFS – Reception F2

- Make a floor robot move
- Control forwards, backwards and rotation of a floor robot

Key Facts/Information:

Purple Mash - Unit 2.1 Coding

- Lesson 1 Algorithms
- Lesson 2 Collision Detection
- Lesson 3 Using a Timer
- Lesson 4 Different Object Types
- Lesson 5 Buttons
- Lesson 6 'Smelly Code' Debugging

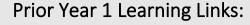
Key Vocabulary:

Execute

- Action
- Bug
- Collision
 - Detection
- Algorithm
- Button

- Command
- Event
- Background
- Click Events
- Debug
- Debugging

Reading Recommendations



Year 1 - Unit 1.7 Coding









2Dos

Free code chimp

Tools