



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.

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

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 Vocabulary:

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|-------------|----------------|-----------|
| • Action | • Command | • Execute |
| • Bug | • Event | |
| • Collision | • Background | |
| Detection | • Click Events | |
| • Algorithm | • Debug | |
| • Button | • Debugging | |

Reading Recommendations

Prior Year 1 Learning Links:

Year 1 – Unit 1.7 Coding

