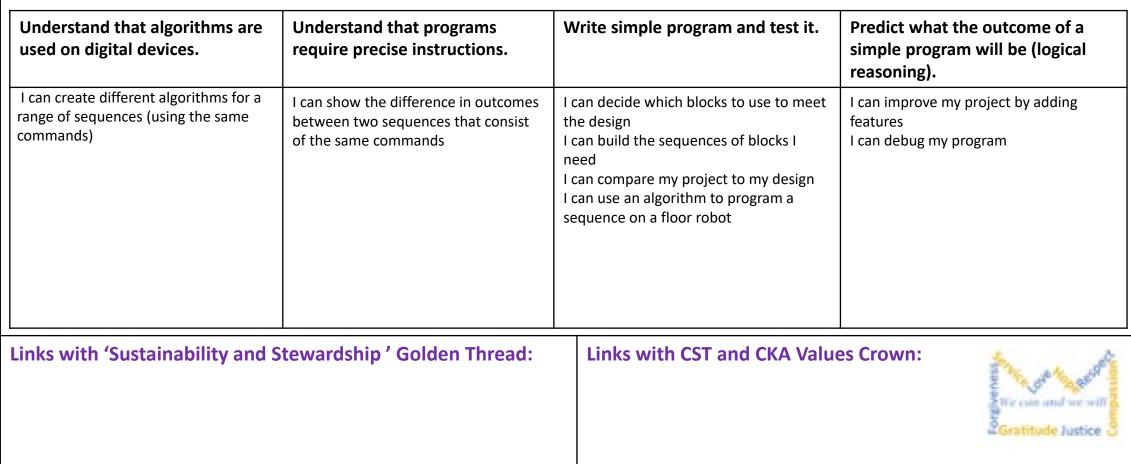
### **Objectives and Sticky Knowledge**

### Previous Knowledge Recap

Create a series of instructions and plan a journey for a programmable toy Introduction to scratch ir

### Land Objectives and Sticky Knowledge:





# Year 2 Computing – Programming

# **Golden Thread: Sustainability and Stewardship**

Key Vocabulary	
algorithm	An <b>algorithm</b> is a list of step-by-step instructions that a computer follows in order to get a task done.
bug	A mistake or error in a computer <b>program</b> .
code	A special digital language that helps information technology to run properly.
command	An instruction given to tell a computer what to do.
debug	To find, remove or correct errors in a computer <b>program</b> .
decomposition	To break things down into smaller parts.
predict	To guess what a possible outcome could be.
program	A set of instructions given to a computer so that it can function properly.
sequence	The order events must be performed in to complete a task.

### What Is Programming?

Programming is the process of writing and testing instructions given to a computer in a computer **program**. A computer **program** is made up of **code**. This is special digital language that can be read and understood by computers. Writing in **code** lets you give **commands** to a computer. The **commands** written in **code** can link together to make an **algorithm**.

### Programming Toys and Apps

There are lots of different ways that you can write and test **code** in a computer **program**.

Programmable toys, such as Bee-Bots, are robots that can be programmed to follow a set of instructions. They usually have buttons that can be pressed in a **sequence** to give a **command**.

Programming apps such as ScratchJr use blocks to write **code**. These blocks join together to create **algorithms** that can be used to **program** different characters.





### Sky Objectives: Use logical reasoning to predict the behaviour or simple programs.