Coding – Year 2 Autumn 1 2024

Computing Knowledge Organiser

Key Learning

- To understand what an algorithm is.
- To create a computer program using an algorithm.
- To create a program using a given design.
- To understand the collision detection event.
- To understand that algorithms follow a sequence.
- To design an algorithm that follows a timed sequence.
- To understand that different objects have different properties.
- To understand what different events do in code.
- To understand the function of buttons in a program.
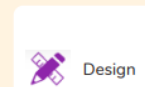- To understand and debug simple programs.

Open, close or share a file.

Save your work.

Watch the instruction video.

Key Resources

purple mash

2Dos

Free code chimp

Tools

Exit Design
Switch to code mode in 2Code.

Design
Open design mode in 2Code.

A timer code block.

right
An object property.

Key Vocabulary

Action
Types of commands, which are run on an object. They could be used to move an object or change a property.

Algorithm
A precise step by step set of instructions used to solve a problem or achieve an objective.

Background
The part of the program design that shows behind everything else. It sets the scene for the story or game.

Button
An object on the screen which can be clicked on.

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

Debug/Debugging
Looking for any problems in the code, fixing and testing them.

Design Mode
Used to create the look of a 2Code computer program when it is run.

Event
Something that causes a block of code to be run.

Key Pressed
Pushing down a key on the device's keyboard.

Nesting
When you write a command inside something else e.g. a block of commands could be nested inside a timer.

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

Predict
Say what you think will happen when a piece of code is run.

Properties
All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

Run
To cause the instruction in a program to be carried out.

Scale
The size of an object in 2Code.

Scene
A visual aspect of a program.

Sequence
When a computer program runs commands in order.

Sound
This is a type of output command that makes a noise.

Test
When code is run to check that it works correctly.

Text
Typed letters on the screen.

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

When clicked/swiped
An event command. It makes code run when you click or swipe on something (or press/swipe your finger on a touchscreen).

Key Questions

What is an algorithm? Why is it useful in coding?

Why is it important to know there are different object types?

If you are good at coding, you don't need to debug. Is this true?