How can we make robots have a party?

St. Peter's CE Primary Academy

Coding Y2

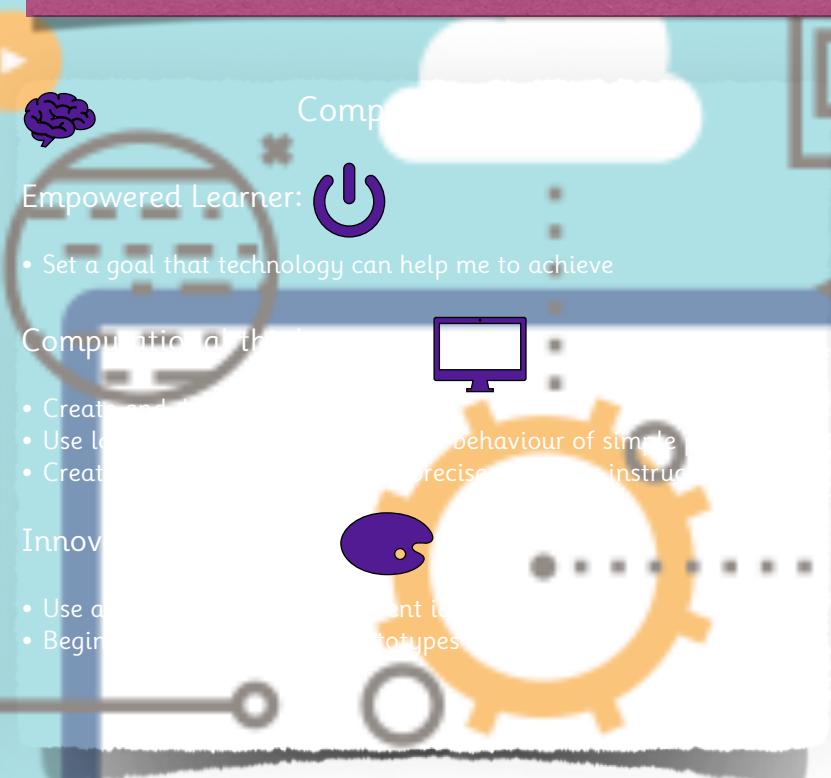## Key learning

- Connect an Ozobot to an iPad
- Code an Ozobot to move in a range of directions at different speeds
- Use a range of different movement commands
- Include a range of light and sound effects
- Put a range of codes together to make a sequence of events
- Add a repeat loop on Level 2

Comp...

Empowered Learner:

- Set a goal that technology can help me to achieve

Computational th...

- Creat... and...
- Use lo... behaviour of simple
- Creat... recise... instruc...

Innov...

- Use a... ent id...
- Begin... totypes...

Key vocabulary

Algorithm	A set of instructions made up of commands for a computer or robot to follow to complete a task
Bug	An error or fault in a programmer that prevents it from running as expected
Code	The language that we can use to tell a computer what to do
Coding	Creating, designing and building a computer program to accomplish a goal
Command	An instruction for the computer
Debugging	Finding and fixing problems in a computer program or algorithm
Ozobot	A small, programmable robot.
Blockly	The app used to programme Ozobots

Coding – Our Learning Journey

Year 1
- Using simple commands to move and change direction

Year 2
- Using repeat and forever loops
- Put a range of codes

Year 3
- Use commands, for loops and conditionals
- Use different controls and conditionals including when and if

Year 4
- Create and edit functions
- Include functions in a game on Scratch
- Use logic for conditional

Year 5
- Use comparison and logical operators in a range of programmes
- Create different variables for

Year 6
- Use variables to keep score in a created game
- Create a game using a range of functions, loops, operators and variables