

Can you make a cat play basketball?

Coding Y2

Key learning

- Use message command to make sprites start their code at different times
- Use the repeat and repeat forever commands to repeat certain codes in order to achieve a certain goal
- Make sprites hide and show at certain points
- Use a range of functions on Hopscotch
- Create a simple game using functions on Hopscotch

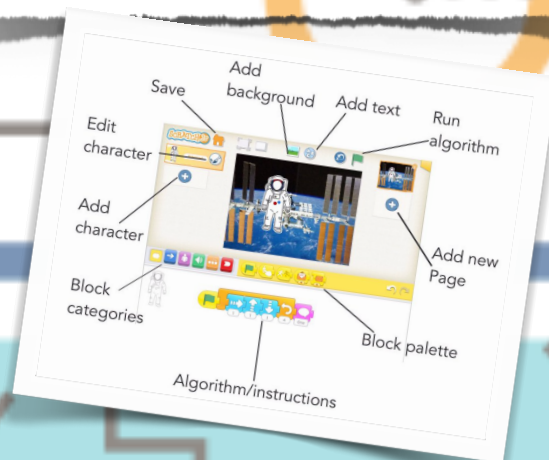


Empowered Learner:

- Independently achieve a goal given to me using technology
- Come up with ideas to solve my own technology problems

Computational Thinking

- Create
- Use logic
- Create



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
Message	A way to make one sprite move after another has finished a set of commands
Repeat forever	To keep doing a set of commands until the code is stopped
Sprite	A character in Scratch that you can program



Coding – Our Learning Journey

Year 1

- Using simple commands to move and change direction
- Editing characters and backgrounds

Year 2

- Using repeat and forever loops
- Put a range of codes together to make a sequence
- Debugging simple programmes

Year 3

- Use commands, for loops and conditionals
- Use different controls and conditionals including when and if
- Use sensors and code them to work in different ways

Year 4

- Create and edit functions
- Include functions in a game on Scratch
- Use logic for conditional commands, including 'else' command

Year 5

- Use comparison and logical operators in a range of programmes
- Create different variables for speed and proximity sensors in robots
- Code sensors for different purposes

Year 6

- Use variables to keep score in a created game
- Create a game using a range of functions, loops, operators and variables
- Begin to use Python to code Micro:Bits