

Year 2 Unit Medium Term – Computing - Programming using Conditionals

N.C POS

- Understand what algorithm are; how they are implemented as programs on digital devices; and that programs execute by following precise unambiguous instructions
- Create and debug simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Use logical reasoning to predict the behavior of simple programs

Concept: cause and effect, change, information, communication, technology, patterns

Strand/s covered in unit: Computer Science + Digital Literacy

Key Vocabulary: instructions, algorithm, debug, error, accurately, 90 degrees, quarter, route, scripts, conditionals

Prior Learning: understand that an algorithm is a set of step-by-step instructions, beginning to check work for mistakes and understand this is known as 'debugging', direct and program a Bee-Bot, using different end blocks on Scratch JR such as repeat forever, change the size of character, add characters and backgrounds

Core Knowledge- non-negotiable- specific knowledge must be identified here

- Move blocks into the scripts area.
- Create simple algorithms using a number of different blocks.
- Use the repeat and green flag blocks to control algorithms.
- Use more than one sprite and combine algorithms.
- Use conditionals (if statements)
- Create a simple game program.
- Predict the outcome of a sequence of blocks in Scratch JR.
- Identify 'bugs' in an algorithm and 'debug' them accordingly.

Wider Influences

Enduring Understanding

- To use conditional statements ('if' statements) when programming
- To predict the outcome of a sequence in Scratch JR
- To identify 'bugs' in an algorithm and debug them accordingly