Fens Primary School Knowledge Organiser

Computing Focus:	Coding	Year 1	Term: 2

Key Objectives

- To understand what instructions are and predict what might happen when they are followed.
- To use code to make a computer program.
- To understand what object and actions are.
- To understand what an event is.
- To use an event to control an object.
- To begin to understand how code executes when a program is run.
- To understand what backgrounds and objects are.
- To plan and make a computer program.

Key Questions

What is coding?

Writing instructions in a way that a computer can interpret them to make a program.

Why is it useful to design before coding?

It helps you to get a clear idea of what you want your program to do. You can use the design to decide which objects you need to add, what to call them and what actions they should perform.

Key Vocabulary

Action
The way that objects change when programmed to do so. For example, move.

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

Background
In 2Code the background is an image in the design that does not change.

Code
Instructions that a programmer enters into a computer that cause the computer to perform a certain way.

Coding
Writing instructions that the computer can process (understand) to make programs (software).

Command
A single instruction in 2Code.

Debug/ Debugging
Fixing code that has errors so that the code will run the way it was designed.

Event
An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key or clicking the screen.

Execute
This is the proper word for when you run the code. We say, 'the program (or code) executes.'

Instruction
Detailed information about how something should be done or operated.

Object
Items in a program that can be given instructions to move or change in some way (action).

Output
Information that comes out of the computer e.g. sound that comes out of the speakers.

Plan
When coding, a plan means including the objects and actions into a written document that shows what the program should look like (the design) and what the objects should do (the actions).

Programmer
A person who writes computer programs. Sometimes called a coder.

Properties
These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.

Run
This is what you do when you click the Play button in 2Code: The program runs.