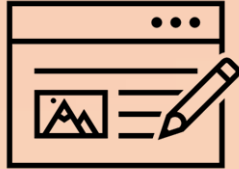


We Are Astronauts!

Computer Science



Year 2 – Summer Term

E-Safety

- Use technological devices carefully and respectfully, having strategies in place to use if something goes wrong
- Understand that some information can be shared online, but only for the correct purposes



Key skills

- I will be able to plan a route around the playground from one planet (hoop) to another, before doing anything online
- I will know how to plan a sequence of instructions to move sprites in ScratchJr
- I will know how to create, test and debug programs for sprites in ScratchJr
- I will know how to work with input and output in ScratchJr
- I will know how to use repetition in my programs

What I should already know:

- Use technology safely and respectfully
- Know how to keep personal information private and which trusted adults to share it with
- I can identify where to go for help and support when I have concerns about content on the Internet or on other online technologies

Vocabulary

Algorithm	a sequence of precise instructions or steps to achieve an objective
Bug	an error or mistake in a program or algorithm
Code	instructions (or sometimes rules) that can be understood by a computer
Debug	correct mistakes in a program or algorithm
Input	data supplied to a computer, in this case, tapping on the screen of a tablet
Output	information produced by a computer – in this case, moving sprites on a screen, text and audio
Program	sequence of instructions that can be followed by a computer
Repetition	programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met
Scratch	simple, block-based programming language in which programs for characters are built by snapping together code blocks
Sprite	a graphical character in a program that can be given its own sequence of instructions

Connecting Concepts

Coding

The process of assigning a code to a computer to communicate with it.

