

### Knowledge

- ❖ To know what an object code block is.
- ❖ To know what an action code block is.
- ❖ To understand and begin to explain what the timer-after command does in their program.
- ❖ To know that objects can interact by colliding
- ❖ To know that an **algorithm** is a set of instructions and be able to begin to explain this.
- ❖ To know that **debugging** an algorithm means correcting mistakes.



### Safeguarding

- ❖ E-safety is taught and referenced throughout all Computing lessons. Children will be reminded of our E-safety rules and should explain why we have them.
- ❖ Children will be supervised at all times when using a device.

### Prior Knowledge (Year 1)

- ❖ Programming and debugging Beebots.
- ❖ Following simple instructions and sequences.
- ❖ Logging onto the computers and Purple Mash.
- ❖ Use code blocks to create a programme

### Skills

- ❖ Can read and follow a simple algorithm (using symbols and arrows).
- ❖ Can begin to describe and plan a simple algorithm.
- ❖ Can use an object code block.
- ❖ Can use an action code block.
- ❖ Begin to use collision detection.
- ❖ Begin to use time after commands.

### Key Vocabulary

- ❖ algorithm
- ❖ coding
- ❖ code block
- ❖ object
- ❖ action
- ❖ predict
- ❖ run
- ❖ programme
- ❖ collision detection
- ❖ time-after command