Merry Hill Infant School and Nursery - Knowledge organiser
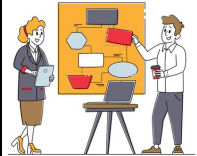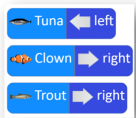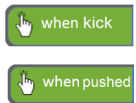## Computing
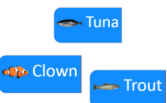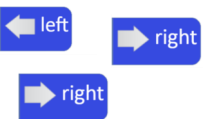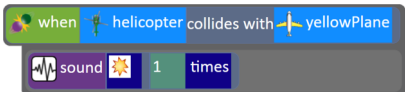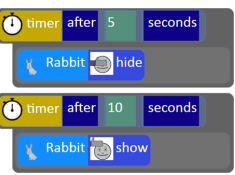
Topic: Coding	Year Group : 2	Term: Summer 1

Key Knowledge

What is computer programming?	Computer programming can also be called coding. A person (coder) writes instructions (code) for the computer. The computer follows the instructions to run programs.
How do you make a computer program?	**Design** - think of an idea and how it might work. **Write the algorithm** (precise set of instructions) 1. Tuna should swim left. 2. Clown fish should swim right. 3. Trout should swim right. **Make the code** (The code represents the algorithm) Tuna ← left Clown → right Trout → right
What are the different types of code blocks?	Events: when kick, when pushed Objects: Tuna, Clown, Trout Actions: ← left, → right, → right
What is a collision detection event?	A collision detection event is when a computer is programmed to know when 2 objects collide. when helicopter collides with yellowPlane sound 1 times
What is nesting?	Nesting is when a command is inside another command. timer after 5 seconds Rabbit hide timer after 5 seconds Rabbit show Separate commands timer after 5 seconds Rabbit hide timer after 10 seconds Rabbit show

Key Vocabulary

Algorithm	A precise set of instructions.
Bug	When something is wrong with the code so the program doesn't work correctly.
Collision	When 2 objects meet each other
Command	One instruction
Debugging	Looking for problems in codes, fixing the problems and then testing again.
Event	Something that causes a code to run e.g. when clicked…
Image	Picture
Input	Information going in to the computer.
Output	What the computer gives you after following a code.
Predict	Say what you think will happen when a piece of code is run.
Sequence	When something happens in order
Timer	Tells something when to happen e.g. in 5 seconds….
Run	To make the instructions in a program start to work.