

St George's Central CE Primary School and Nursery

Year 1/2 - Computing – Are you the Master Builder?

What will we learn:

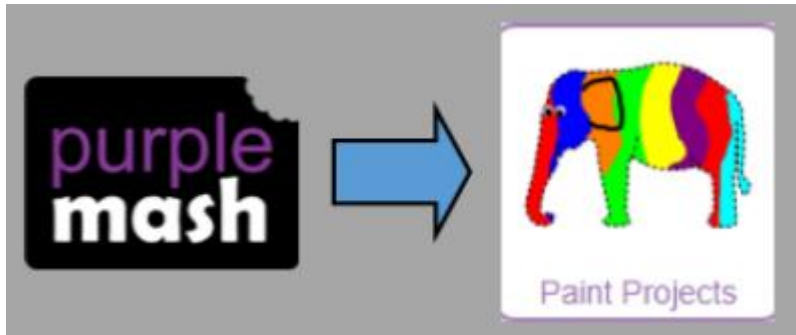
- To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.
- To follow and create simple instructions on the computer.
- To consider how the order of instructions affects the result.

Prior Learning

In Reception I learnt how to:

- Log in with adult support with a simple username and password.
- Open an app to complete a task
- Log out safely
- Input simple data in a Bee Bot

Resources that are going to help me achieve my learning.



Future Learning in Year 3/4

To design an algorithm that represents a physical system and code this representation.

To design algorithms using flowcharts.

To understand and use variables in 2Code.

Vocabulary

Instruction	Information about how something should be done.
Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
Computer	An electronic device for storing and processing data.
Program	To provide (a computer or other machine) with coded instructions.
Debug	To find and remove errors from computer hardware or software.

Fun Facts:

- When you write code, it won't always work correctly first time. When you search for the errors and correct them this is known as debugging
- Coding is telling the computer what to do in the correct order step by step
- Without coding there would be no computer games to play on your computers
- If even 1 part of your code is incorrect then the whole program will not work until you fix (Debug) it

'Never settle for less than your best'

Jesus said, 'I am the light of the world. Whoever follows Me will not walk in darkness, but will have the light of life.' John 8:12

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