St George's Central CE Primary School and Nursery

Computing Y5/6 – Who can be the Code Master?

What will we learn:

- To use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding of abstraction and decomposition to define the important aspects of the program.
- To code, test and debug from these designs.
- To use functions and tabs in 2Code to improve the quality of the code.
- To code user interactivity using input functions.

Prior Learning

In Y3/4 I learnt:

- How to design algorithms using flowcharts.
- How to design an algorithm that represents a physical system and code this representation.
- How to use selection in coding with the 'if' command.
- How to understand and use variables in 2Code.
- A deeper understanding of the difference between timers and repeat commands

Future Learning in KS3

Design, use and evaluate computational abstractions that model the state and behaviour of real-world problems

Understand several key algorithms that reflect computational thinking

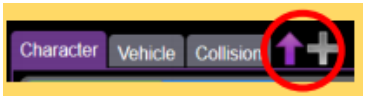
To write code in binary

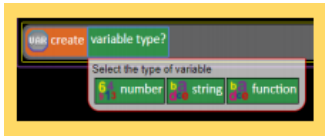
Understand how instructions are stored and executed within a computer system

Vocabulary

Alert	This is a type of output. It shows a pop-up of text on the screen.
'If/ Else' Command	A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run
Sequence	This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.
Control	These commands determine whether parts of the program will run, how often and sometimes, when.
Get Input	This puts the text that a user types into the computer's temporary memory to be used to control the program flow
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.
Object	An element in a computer program that can be changed using actions or properties. In 2Code, buttons, characters and vehicles are types of objects.
Debug/Debugging	Looking for any problems in the code, fixing and testing them
Simulation	A model that represents a real or imagined situation

Resources that are going to help me achieve my learning.





Fun Facts:

- The first computer virus was created in 1983
- The first computer game was created in 1961
- Nowadays there are over 700 different programming language
- Almost anything that is powered with electricity needs to be coded. Can you imagine that!
- Computers run using binary code. This means the software is written using 1s and 0s.
-In the future coding will be as common as knowing how to write.

'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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