

## Goonhavern Primary School- Computing

**TOPIC: Why is it important to REUSE, REDUCE and RECYCLE?**

**YEAR: 2**

**STRAND: Programming**

What should I know already?	What will I know by the end of the unit?
<ul style="list-style-type: none"> <li>How to create a simple series of instructions for a beebot.</li> <li>To understand directional language.</li> <li>How to program a beebot to follow a series of simple instructions.</li> <li>To plan, test and debug a beebot journey.</li> </ul>	Learn to combine start up and input events to create more advanced apps and programs using precise instructions.
	That one object can be used to control another object, e.g. writing code so clicking a button gives an instruction to make an object move.
	That programs respond to different sorts of inputs, and that the keyboard can be used to control objects on screen, not just by clicking them directly
	How to design a scene for my game/app and use the 'share' button to save and share it with other people.

### School Values



### Five Ways to Wellbeing



### Vocabulary

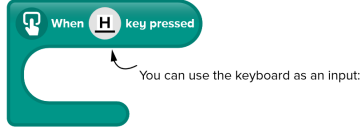
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Object	An element in a computer program that can be changed using actions or properties.
Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Bug	A problem in a computer program that stops it working the way it was designed.
Command	A single instruction in a computer program.
Block Coding	The method of giving instructions to a computer to perform a specific task via drop and drag blocks.

Coding

A special language that tells a computer/computer program what to do.

**Image/diagram that helps me to articulate my knowledge/understanding**

You'll use different event blocks for different types of computer input.



Or you can use a mouse as an input:



**Possible ideas**



Use buttons to control the direction of a helicopter.



Use buttons to guide a bird along a specific path.



Use buttons to make a witch cast a spell so her cat disappears.



Use buttons to make a monster move around the screen and gobble up his lunch.