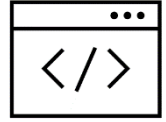


YEAR 1/2
SUMMER

COMPUTING

We Are Game testers



Coding

VOCABULARY

WHAT SHOULD I ALREADY KNOW?

- What I should already know:
- how to select and set brushes and colours
- how to create artwork on iPads
- how to use the undo function if I make a mistake
- how to paint on top of photographs
- how to use multiple layers in my art

WHAT I WILL KNOW

- Understand how to use logical reasoning to predict the behaviour of simple programs.
- Understand what algorithms are and how they are implemented as programs on digital devices.
- In scratch you can design your own characters.
- Repetition is when you make your algorithm do something more than once.
- Critically think about computer games and their use.

Algorithm	a sequence of precise instructions or steps to achieve an objective
Bug	an error or mistake in a program or algorithm
Debug	correct mistakes in a program or algorithm
Input	data supplied to a computer, in this case, tapping on the screen of a tablet
Output	information produced by a computer – in this case, moving sprites on a screen, text and audio
Repetition	programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met
Sprite	a graphical character in a program that can be given its own sequence of instructions

Key person: Tim Peake
He was the first British astronaut to reach the International Space Station.

