

# Y1 Computing N2K – Programming B - Animations Summer 1

## Concepts

### **Information Technology**

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

### **Computer Science**

Understand what algorithms are, how they are implemented as programmes on digital devices and that programmes executes by following precise instructions. Design, write and debug programmes to accomplish specific goals.

## Key Skills

- compare different programming tools
- find which commands to move a sprite
- use commands to move a sprite
- run my program
- use a Start block in a program
- use more than one block by joining them together

## Enquiry Questions

How do you join commands together?

Can you explain instructions and how they work for your sprite/character?



## Key Vocabulary

**Algorithm** - A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

**Code** - The commands that a computer can run.

**Command** - A single instruction that can be used in a program to control a computer.

**Debugging** - The process of finding and correcting errors in a program.

**Program** - A set of ordered commands that can be run by a computer to complete a task.

**Run (execute)** - To action the commands in a program.