



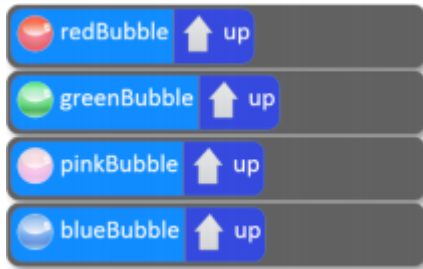
# Mossfield Primary School Knowledge Organiser



Year 1 — **Coding**. Coding is writing instructions in a way that a computer can interpret them to make a program.

## Key Learning

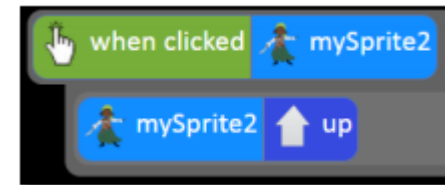
To understand what coding means.



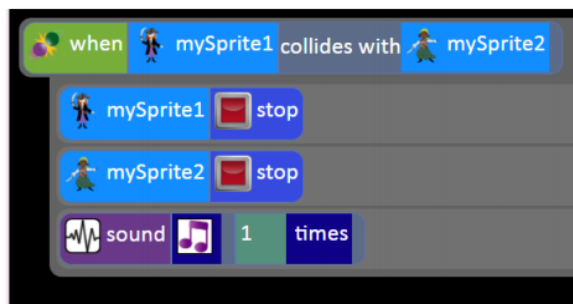
To use design mode to set up a scene.

Property	Value
name	background
colour	
image	?
Grid size	4

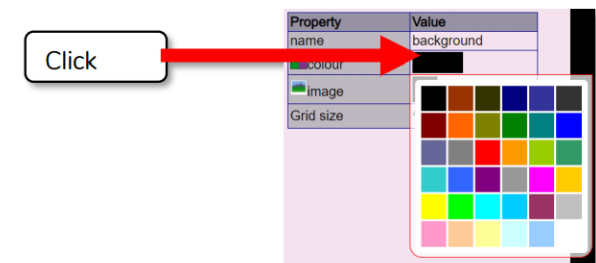
To use code blocks to make the character perform actions.



To use collision detection.



To save and share work.



# Key Vocabulary

Action	Types of commands which are run on an object. They could be used to move an object or change a property.
Background	The part of the program design that shows behind everything else. It sets the scene for the story or game.
Character	A type of object in 2Code that can be programmed to change actions or properties.
Code block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Code design	Design what your program will look like and what it will do. Coder - A person who writes computer code.
Command	A single instruction in a computer program.
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.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Sound	This is a type of output command that makes a noise.
When clicked	An event command. It makes code run when you click on something (or press your finger on a touchscreen).
When Key	An event command. It makes code run when you press the specified key on the keyboard.