



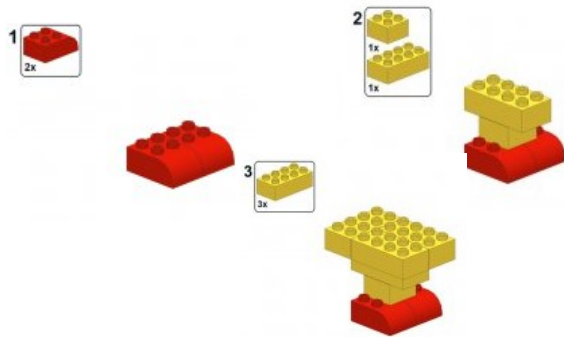
# Mossfield Primary School Knowledge Organiser



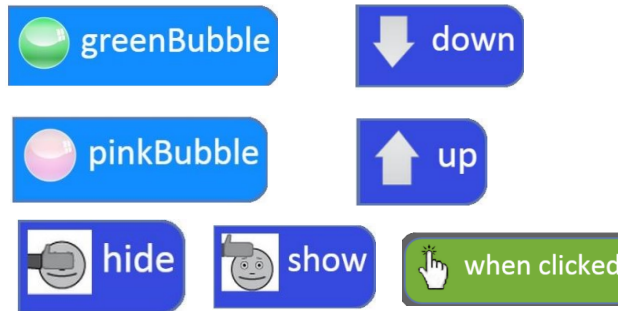
Year 2 — **Coding**. An algorithm is a step-by-step set of instructions used to solve a problem or achieve an objective. A clear algorithm can help you to create code that does what it is supposed to do.

## Key Learning

To understand what an algorithm is.



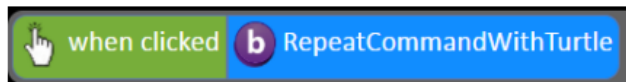
To design algorithms and then code them



To compare different object types.

Property	Value
type	hero
name	myHero1
movement	Stopped
allow off screen	No
scale	70
image	
show/hide	show

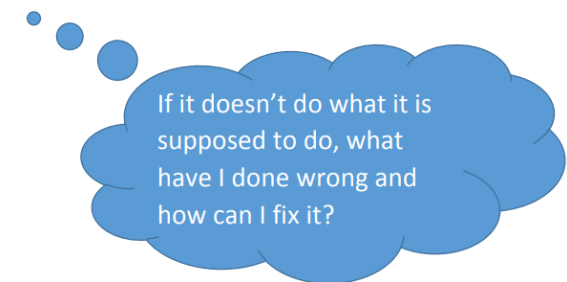
To use the repeat command.



To use the timer command.



To know what debugging is and debug programs.



# Key Vocabulary

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.
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.
Command	A single instruction in a computer program.
Debug/debugging	Looking for any problems in the code, fixing and testing them.
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.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Timer	Use this command to run a block of commands after a timed delay or at regular intervals.
When clicked	An event command. It makes code run when you click on something (or press your finger on a touchscreen).