

# Computing      Year 1      Summer 1

## Unit 1.7 Coding

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| <b>Prior Learning</b>  | Mini Mash in Reception<br>Using an iPad in Reception<br>1.4 Lego Builders   |  |
| <b>Key Vocabulary</b>  | <b>Objectives</b><br><i>taken from Progression Document</i>   | <b>Key Knowledge</b>   |
| action<br>algorithm (revisit)<br>background<br>code<br>coding<br>command<br>debug / debugging<br>event | To understand what instructions are.<br>To predict what will happen when instructions are followed.<br>To use code to make a computer program.<br>To understand what objects and actions are.<br>To understand what an event is.<br>To use an event to control an object.<br>To understand how to use the scale property. | Children know that we can give and follow instructions to make something happen.<br>Children know that instructions can be given to a computer using code blocks.<br>Children know that an action changes an object (move or size)<br>Children know that programs need an object and an action.<br>Children know that an event causes a block of code to run.<br><br><u>Extended Knowledge</u><br>Children know that all objects have properties which can be changed. |