



Unit:
Coding

Concept:



Subject:
Computing

Key Resources

Key Images

Open, close or share a file.

Save your work.

Open design mode in 2Code.

Switch to code mode in 2Code.

A timer code block.

Repeat block.

What is coding?

Coding is using a set of instructions to communicate with computers. There are different coding languages and they all have different rules and uses, but they all give computers instructions on how to do specific tasks.



My Code

```

when clicked
  boat
  boat → right
  vikingonboat → right

when boat collides with myObject2
  vikingonboat stop
  boat stop
  
```

What? Key Vocabulary	
Spelling	Definition/Sentence
Action	The way that objects change when programmed to do so. For example, move or change a property.
Bug	A problem in a computer program that stops it working the way it was designed.
Code	Writing the code for a computer program.
Command	A single instruction in a computer program.
Event	An occurrence that causes a block of code to be run.
Debug	Fixing the code.
Run	Clicking the Play button to make the computer respond to the code.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Sequence	When a computer program runs commands in order .

Sequence of lessons	
Lesson	Definition/Sentence
1	Objects, actions,
2	Events
3	Collision detection
4	Different object types and buttons
5	Using timers
6	Using repeat