Thames View Infants
Computing Scheme of Work – Year 2

Year 2

Programme of study	Learning Intentions
Term 3B **Coding (2Simple Purple Mash)** This unit uses Purple Mash to continue children's learning on Coding, building on Year 1 learning. They will learn what algorithm can do and will begin to input algorithms to create simple compter programmes. They will also know how to debug a simple programme in order to fix it.	I can use Logo to input precise instructions to create 2D shapes. I will know what ALGORITHMs are and how they are used in programmes. I can create a computer programme using simple ALGORITHMs. I will understand the terms: command, repeat, input, output, events, collision detection and timer. I can create a computer programme using new coding terms. I can explain what DEBUG means. I can intentionally 'break' my programme. I can follow steps to debug my partner's programme. I can code a simple programme with different objects using the 'when clicked' and 'when key' commands. I can predict what objects in a programme will do. I can explain how I know that certain objects can only move in certain ways. I can use 2Code to create a programme that retells a traditional story. I can use programming skills to programme accurately. I can code using a variety of OBJECTs, ACTIONs, EVENTs and OUTPUTs.