

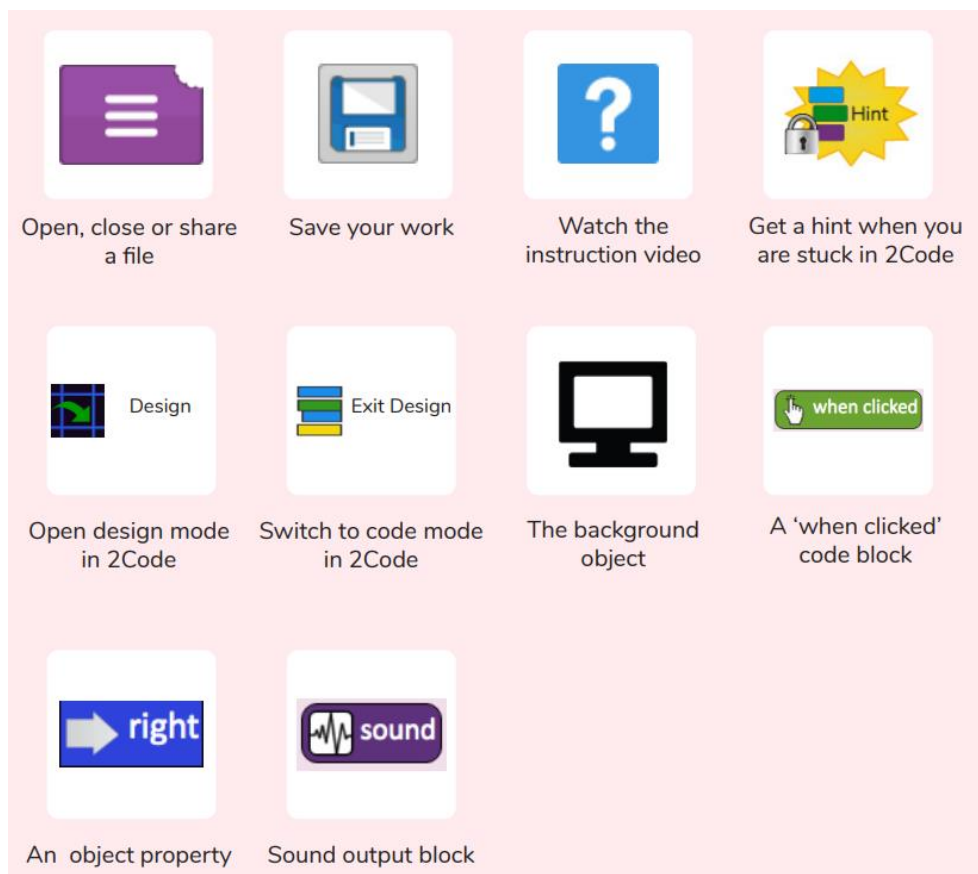
Year 1 – Coding

Knowledge Organiser

Key Learning
<ul style="list-style-type: none"> To understand what coding means. To use design mode to set up a scene. To add characters. To use code blocks to make the character perform actions. To use collision detection. To save and share work. To know the save, print, open and new icon.

Key Resources
   

Key Vocabulary	Definition
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Code Block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Coding	Writing instructions that can be interpreted by a computer to create a program.
Collision Detection	Detecting when two characters on the screen touch each other.
Command	A single instruction in a computer program.

Images


Questions	
What is coding?	<ul style="list-style-type: none"> Writing instructions in a particular way that a computer can interpret them to make a program.
How can you make characters move in a 2Code program?	<ul style="list-style-type: none"> In design mode, add a character. Change properties such as the name and scale. Exit from design mode and drag your characters code block into the coding window. From the properties menu select right, left, up or down.
What is useful to design before coding?	<ul style="list-style-type: none"> It helps you to get a clear idea of what you want your program to do. You can use the design to decide which objects to add, what to call them and what actions they should perform.