

Summer 2 Year 2 – Programming Quizzes

Computing Concepts



Presentation

Presentation
Expressing ideas



Systems

Systems
Knowing how to create and use programmes



Digital world

Digital World
Knowing how to use a range of technology

Curriculum Objectives

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Learning Overview

This unit initially recaps on learning from the Year 1 unit ‘Programming B – Programming animations’. Learners begin to understand that sequences of commands have an outcome, and make predictions based on their learning. They use and modify designs to create their own quiz questions in ScratchJr or 2Code, and realise these designs using blocks of code. Finally, learners evaluate their work and make improvements to their programming projects.

Lessons will cover:

- Recap
- Outcomes
- Using a design
- Changing a design
- Designing and creating a program
- Evaluating

