# Year 1
Coding

Key Learning

- To understand that computer programs work by following instructions called code.
- To use object and action code blocks to make a computer program.
- To understand what an event is in coding.
- To understand the purpose of an output and to be able to 'read' code to find out what it does.
- To change aspects of the design view.
- To write code for a computer program.

Key Resources

2Code
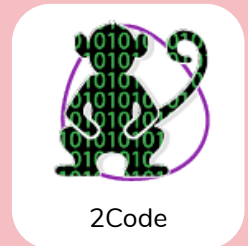
Key Vocabulary

Action
The way that objects change when programmed to do so. For example, move.

Command
A single instruction.

Algorithm
A set of instructions in order.

Debugging
To find and remove bugs (errors) from a computer program.

Attribute
Things that relate to each object in a program. For example, its name, whether it is hidden or its size.

Design View
The view in a coding program that shows what the program looks like to the user.

Code
Instructions that can be understood by a computer.

Event
Something that happens in a program that causes a block of code to be run.

Code blocks
A way to write code using blocks.

Instruction
How something should be done.

Code view
The view in a coding program that shows the code used to make the program.

Object
Items in a program that can be given instructions to move or change in some way.

Coding
Creating code for a computer.

purple mash
2 simple

Output
Information that comes out of the computer. For example, sound out of the speakers.

Programmer
A person who creates computer programs. Sometimes called a coder.

Program
A set of instructions (an algorithm) that tells a computer what to do.

Scale
An attribute of an object that changes its size.

Program Design
Details of the objects, events and actions that the program should include.

When Clicked
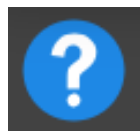An event command that makes something happen when an object is clicked on.
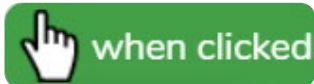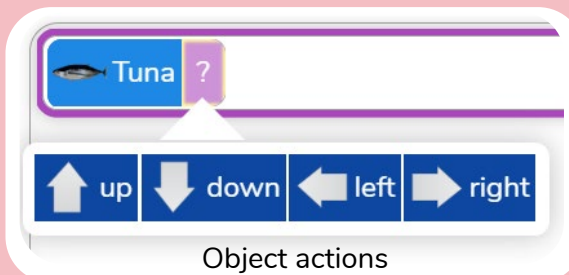
Key Images

Burger menu

Save

Instructions

Hint video

Open Design view

When Clicked command

Tuna ?
⬆ up ⬇ down ⬅ left ➡ right
Object actions

Open Code view

Key Questions

What is coding?

Writing instructions in a way that a computer can interpret them to make a program.

Why is it useful to design before coding?

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 you need to add, what to call them and what actions they should perform.

How can you make characters move in a 2Code program?

In code view, drag your character's code block into the coding window. From the action choices, select right or left.