Y2 Computing - Coding

What is an algorithm?

An algorithm is a step-by-step set of instructions used to solve a problem or achieve an objective. A good algorithm can help you to create code that does what it is supposed to do

Objects

Different object types can do different actions. For example, in 2Code, an animal object can do actions such as up, down and stop. A turtle goes forward, backward, pen down and pen up.

Debugging

All coders need to debug to make sure that their program works correctly, and the code does what they intended. As you get better at coding, your programs will get more complex and debugging gets even more important
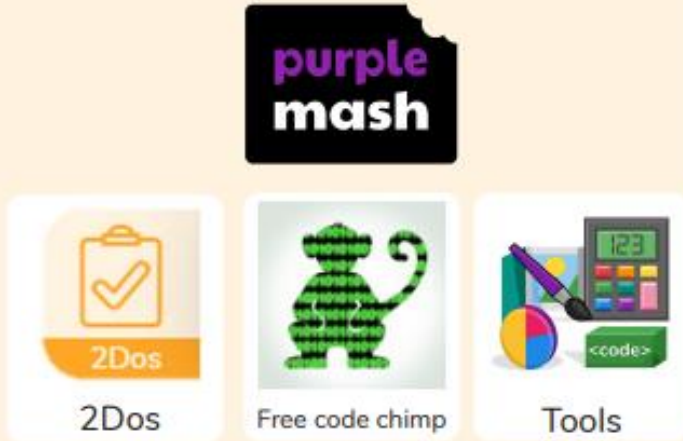
Vocabulary

Action	A command that is run on an object
Algorithm	A set of instructions
Button	An object on the screen that can be clicked on
Debug	Looking for problems in code and fixing them
Object	Something in a program that can be changed using actions or properties
Properties	Colour or size of an object
Run	To carry out a set of instructions

Key Images

Open, close or share a file.

Save your work.

Watch the instruction video.

Open design mode in 2Code.

Exit Design

Switch to code mode in 2Code.

A timer code block.

An object property.

Software

purple mash

2Dos

Free code chimp

Tools

African Adventure