

Brookfield Community Primary School
Computing Unit Overview Year 2 Topic: Programming Quizzes



Sticky Knowledge	Key Vocabulary
• To know how to explain that a sequence of commands has a start. • To know how to explain that a sequence of commands has an outcome. • To know how to create a program using a given design. • To know how to change a given design. • To know how to create a program using their own design. • To know how a project can be improved.	Instruction, sequence, command, program, prediction, predict, steps, debug, device
National Curriculum Coverage	
Computer Science	
✓ Understand and describe a series of instructions as a sequence. ✓ Choose a series of words that can be enacted as a sequence. ✓ Explain what happens when the order of instructions are changed. ✓ Choose a series of commands that can be run as a program. ✓ Use logical reasoning to predict the outcome of a program. ✓ Trace a sequence to make a prediction. ✓ Test a prediction by running the sequence. ✓ Create own program ✓ Debug own program ✓ Run a program on a device	