

Computing **Unit 1.7 - Coding** **Year 1**

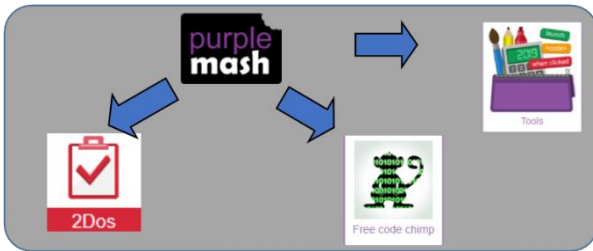
Key Learning

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 Images

Open, close or share a file.	
Save your work	
Watch the instruction video	
Get a hint when you are stuck in 2Code	
Open design mode in 2Code	
Switch to code mode in 2Code	
The background object	
A 'when clicked' code block	
An object property	
Sound output block	

Key Resources



Key Vocabulary

Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Background	The part of the program design that shows behind everything else. It sets the scene for the story or game.
Button	An object on the screen, which can be clicked on.
Character	A type of object in 2Code that can be programmed to change actions or properties.
Code Block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Code Design	Design what your program will look like and what it will do.
Coder	A person who writes computer code.
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.
Design Mode	Used to create the look of a 2Code computer program when it is run.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Object	An element in a computer program that can be changed using actions or properties.
Program	In 2Code this is several commands that run purposefully together.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Scale	The size of an object in 2Code.
Stop command	A command that stops a character moving.
Sound	This is a type of output command that makes a noise.
When clicked	An event command. It makes code run when you click on something (or press your finger on a touchscreen).
When Key	An event command. It makes code run when you press the specified key on the keyboard.

Key Questions

What is coding?	Writing instructions in a way that a computer can interpret them to make a program.
How can you make characters move in a 2Code program?	In design mode, add a character. Change properties such as the name and scale. Exit from design mode and drag your character's code block into the coding window. From the properties menu, select right, left, up or down.
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.