algorithm

repetition

programme

bug

code

save

We Are Astronauts!

computing

debug

desktop

event

computer

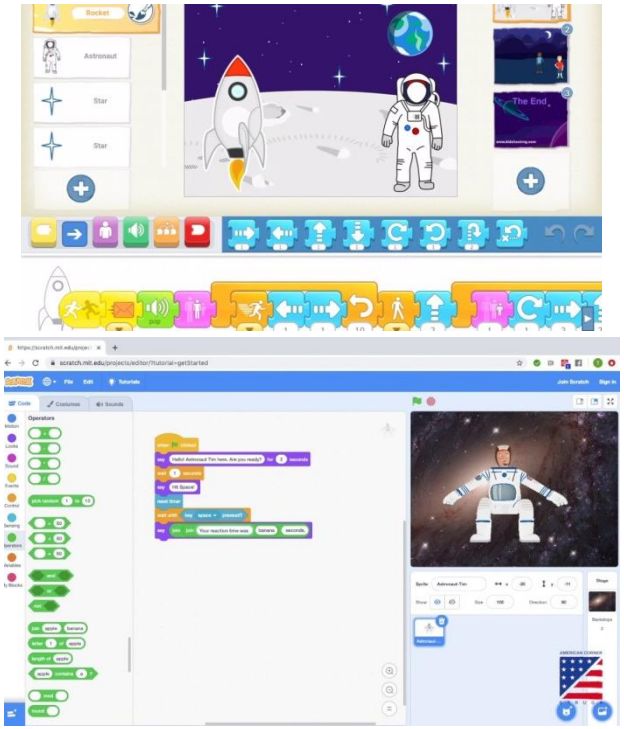
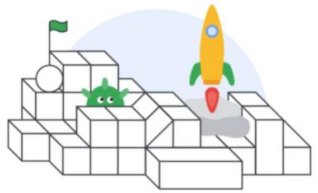
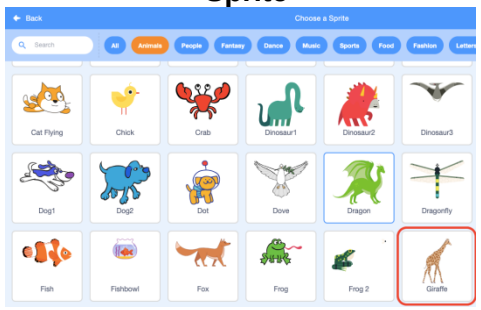
ipad

scratch

output

type

Computing - We are Astronauts: Y2 Topic Vocabulary Mat

Subject Specific Vocabulary		Relevant Pictures	Exciting Books/Websites
abstraction	Computational thinking approach to managing complexity (making things easier). It involves simplifying things by identifying what is important, and what detail can be hidden.		https://scratch.mit.edu/  https://csfirst.withgoogle.com/c/cs-first/en/an-unusual-discovery/overview.html 
algorithm	A sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective.		
code	Instructions (or sometimes rules) that can be understood by a computer.		
bug	An error or mistake in a program or algorithm, causing the computer or robot to behave in a manner that was not originally intended.		
debug	To correct mistakes in a program or algorithm.		
event	Something that happens within a computer program to cause some particular code to be run, such as an internal message being received or a sprite being tapped by the user.		
input	Data supplied to a computer, in this case, tapping on the screen of a tablet.	**Key Knowledge**	**Other information**
output	Information produced by a computer – in this case, moving sprites* on a screen, text and audio (sound).	To know: • What Scratch and its key features are. • An algorithm is a sequence of instructions to complete a task. • Programs are precise sequences of code that can be understood and followed by a computer. • Examples of outputs that sprites can produce in ScratchJr are the sprite moving, speaking (displaying text) or playing a sound. • In ScratchJr, yellow triggering blocks, e.g. 'start on green flag', cause code to be run after a certain event. • Computers can be programmed to run the same code repeatedly. This is called repetition. Using repetition makes programs quicker to write. • Computer programmers often make mistakes, which they call bugs, and fixing these mistakes is called debugging.	***Sprite**  In Scratch a sprite is a graphical character in a program that can be given its own sequence of instructions.
parallel processing	When programs run (or appear to run) simultaneously.		
scratch	A simple, block-based programming language in which programs for characters are built by snapping together code blocks		