



Computing Topic Overview: Year 2 - Programming - Introduction to Quizzes

Previous linked learning	I think I already know...	I would like to find out...														
<p>(Y1 Introduction to Animation) Choose a command for a given purpose Show that a series of command can be joined together. Identify the effects of changing a value Design parts of a project</p>																
Key Vocabulary																
<table border="0"> <tr> <td>sequence</td> <td>command</td> </tr> <tr> <td>program</td> <td>run</td> </tr> <tr> <td>start</td> <td>predict</td> </tr> <tr> <td>blocks</td> <td>actions</td> </tr> <tr> <td>sprite</td> <td>modify</td> </tr> <tr> <td>match</td> <td>debug</td> </tr> <tr> <td>features</td> <td>evaluate</td> </tr> </table>	sequence	command	program	run	start	predict	blocks	actions	sprite	modify	match	debug	features	evaluate	By the end of this unit, you will be able to...	
sequence	command															
program	run															
start	predict															
blocks	actions															
sprite	modify															
match	debug															
features	evaluate															
	<ul style="list-style-type: none"> - explain that a sequence of commands has a start - explain that a sequence of commands has an outcome - create a program using a given design - change a given design - create a program using my own design - decide how my project can be improved 															

