Computing Year 1 Coding

Moving objects and simple inputs

Allanson Street Primary School 1904

Exciting Books

Ada Lovelace

Concepts

Culture, Legacy, Economy, Equality, Climate, Justice, Invasion, Identity, Power, Revolution, Freedom, Civilisation, Sustainability, Democracy, Relationships

Aspirational People

A friend of Charles Babbage, Ada Lovelace was the mathematician that created the first computer program, and thus became the first computer programmer. Had the machine been completed, Ada's code would have worked.

Ada Lovelace, c. 1838
Credit: Science Museum

📌 Object and command blocks are used together to instruct the computer what should happen and are placed within event blocks.

[move]

📌 Event blocks tell the computer when things should happen.

at the start — move
Object
Command
When [excavator] clicked — move
This code will move the object to the right.

📌 A start event will make the action happen as soon as you run the program.

📌 A click event will make the action happen when an object is clicked.

Sticky Knowledge

Code
The language we use to make a computer program.
Program
A set of instructions for the computer, written in code.
Run/Execute
To make a program follow its instructions.
Object
Something on screen, such as a picture, a button or a piece of text.
Action
Something which an object does, such as move or hide.

Subject Specific Vocabulary