

# We Are Astronauts — Year 2

## Objectives

We are learning to:

- Demonstrate care and precision to avoid algorithm errors
- Understand that algorithms are implemented on digital devices as programs
- Use logical reasoning to predict outcomes of simple algorithms and programs
- Detect and correct errors in simple algorithms and programs
- Execute, check and change programs

## Previous learning

**An instruction** tells you to do something.

**An algorithm** is a precise list of instructions.

**A program** is an algorithm written in a way a computer understands.

**Debugging** is when you find the errors in a program and correct them.

## Websites and Apps

<https://scratch.mit.edu/parents/> This is the website for Scratch - the programming language we use in school.

## Key Vocabulary

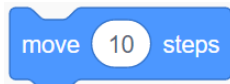
<b>logic</b>	Thinking in a step-by-step manner.
<b>predict</b>	To say what you think will happen.
<b>backdrop</b>	The background of your Scratch screen.
<b>sprite</b>	The object in Scratch that can move.
<b>block</b>	A single instruction in a program.
<b>move</b>	A Scratch block which makes your sprite move the way it is facing.
<b>parameter</b>	A number put into a block to tell the computer how far/often to do it.



## Scratch

In this unit you learn to use the basic movement blocks:

Move



Turn right



Turn left



These blocks can be combined to make simple programs:

Move



then

Turn right



then

Move again



## E-Safety

