

Spring 1 Year 1 Animated Story Books

Key Vocabulary

Direction – A course along which someone or something moves.

Challenge – A task or situation that tests someone's abilities.

Arrow – A mark or sign resembling an arrow, used to show direction or position.

Undo – Cancel or reverse the instruction.

Rewind – Move back several steps or to the start.

Forward – To move in the direction that one is facing or travelling.

Backwards – To move in the opposite direction to which one is facing.

Right turn – To move the object in a clockwise direction.

Left turn – To move the object in an anti-clockwise direction.

Debug – To find and remove errors from computer hardware or software.

Instruction – Information about how something should be done.

Algorithm – A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

Sequence of learning

Understand the functionality of the direction keys.

Understand how to create and debug a set of instructions (algorithm).

Use the additional direction keys as part of an algorithm.

Understand how to change and extend the algorithm list.

Create a longer algorithm for an activity.

Set challenges for peers.

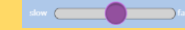
Access peer challenges set by the teacher as 2dos.

Key images

Open, close or share a file.



Change the speed in which the screen object moves.



Rewind an instruction.



Undo an instruction.



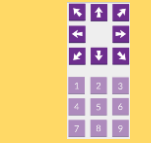
Change the settings in 2Go.



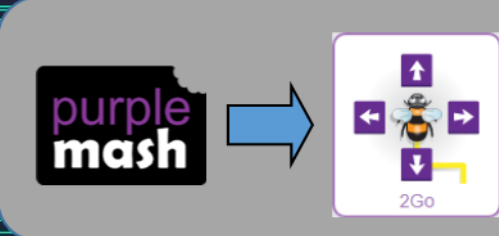
Change the colour of the path that the object leaves in 2Go.



Control the direction in which the object moves.



Key Resources



National Curriculum Links

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instruction.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs