

Unit 3.1 - Coding: Prior and Future Learning Links

Unit 1.1 Coding

- Introducing block coding
- Objects and actions
- Events (Click event, sound output)
- Executing a program
- Design view: Planning

Unit 1.4 Lego Builders

- Algorithms
- Logical decision making
- Sequencing instructions
- Following instructions

Unit 1.5 Maze Explorers

- Coding a 'turtle'
- Creating programs using sequencing and repeat.
- Visual use of the Logo programming language.
- Program logic and structure.

Unit 2.1 Coding

- Algorithms
- Collision detection
- Timers
- Object types
- Buttons
- Debugging

Unit 2.4 Questioning

- Logical decision processing.
- Forward planning to achieve a solution

All units

- Use of 2Dos
- Saving, opening and editing work
- Sharing work
- Copying and pasting
- Mouse, keyboard and device skills

Unit 3.6 Branching Databases

- Logical decision processing
- Modelling selection on a binary model

Unit 3.1 Coding

Unit 4.1 Coding

- Code, test, debug process
- IF statements
- Repeat Until and IF/ ELSE Statements
- Number Variables

Unit 4.5 Logo

- Text-based coding
- Utilize understanding of coding structures

Unit 4.6 Animation

- Sequencing and animation in logical steps

Unit 5.1 Coding

- Efficient Coding
- Simulating a Physical System
- Decomposition and Abstraction
- Friction and Functions
- Introducing Strings
- Text Variables and Concatenation

Unit 6.1 Coding

- Using Functions
- Flowcharts and Control Simulations
- User Input:

Unit 6.5 Text Adventures

- Development from text-based coding
- Maintaining a mental map
- Debugging skills

Unit 6.8 Binary

- Use of 2Code to understand binary conversion algorithms.

Need more support? Contact us:

Tel: +44(0)208 203 1781 | Email: support@2simple.com | Twitter: @2simplesoftware

