



Jerry Clay Academy
Subject Unit Overview

Subject: Computing Year Group: 2 Term: Autumn 2

Core Learning of This Unit: We are game testers

- Observe and describe carefully what happens in computer games
- Use logical reasoning to make predictions of what a program will do and test these
- Think critically about computer games
- Create sequences of instructions for a virtual robot to solve a problem
- Work out strategies for playing a game well
- Be aware of how to use games safely and in balance with other activities.

Prior Learning:

- Pupils learned about input, output and repetition in Unit 2.1: We are astronauts.

National Curriculum Statements:

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Recognise common uses of information technology beyond school

Key Vocabulary:

- Abstraction
- Algorithm
- Computational thinking
- Input
- Output
- Parallel processing
- Pattern recognition
- Remix
- Repetition
- Scratch
- Source code
- Sprite

Significant People

- Link maps, instructions and resources to Paddington, London, The Queen etc