

## Computing - Spring Term – Year 2

This term's eSafety focus is being responsible internet and device users. Children will learn to create, test and debug algorithms, and be prepared to use the language of Turtle Logo.

### In this unit children will:

- Develop their understanding of how to be a responsible internet and device user.

Learn how to:

- Write a set of clear instructions.
- Check the instructions for errors (debug)
- Edit and improve my instructions
- Make links between instructions to walk in a square and instructions to draw a square in Turtle Logo.

### Prior Learning

eSafety is taught in every year group.

### Cross Curricular Links to Turtle Logo

**Maths** (direction and angles)

### Key Vocabulary

**algorithm** – a set of rules or instructions to be followed

**debug** – find out what is wrong with an algorithm

**turtle** – not a real turtle! A picture of one that the commands move around the screen.

**right turn**



**left turn**



**half turn** - turn to face the opposite direction  $\frac{1}{2}$



**quarter turn** – turn to the right or left – a right angle turn  $\frac{1}{4}$



## Key Knowledge

Turtle Logo can be used online at [www.turtleacademy.com](http://www.turtleacademy.com)

I can give instructions in order, write them down and check them.

I can turn to the right or left.

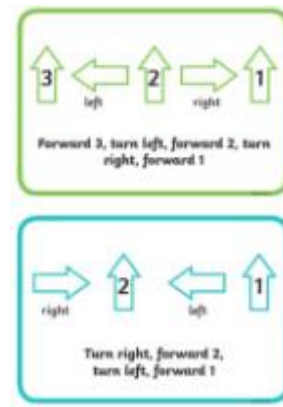
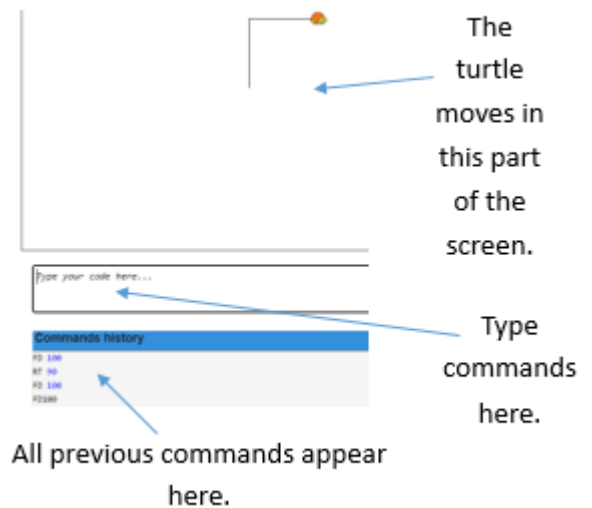
I can type basic commands into Turtle Logo.

I can make the turtle move forwards, turn and draw a shape.

I can type **forward 200** to make a line

I can type **right 90** to make the turtle turn a quarter turn to the right.

I can type **left 90** to make the turtle turn a quarter turn to the left.



I can write / draw instructions in different ways.

## Key Questions

- Which mouse button do I click when selecting a colour or brush?
- How can I quickly create a red square?
- Can you complete this sentence? The **undo** button is useful when...