



Year 2 – Spring Term 2

We Are Astronauts

Computing



In this unit, the pupils will create a set of algorithms to **program** a sprite. Children will test and debug their algorithms.

Computer Science

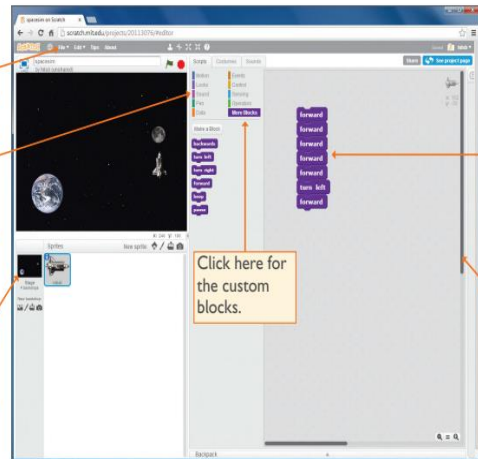
Prior Knowledge

Children will build on work from Year 1, 'We are treasure hunters' to program a **sprite** to move around the screen. This unit acts as a springboard for programming in Year 3.

Click here to download your own copy of the project.

Lots more blocks are available if you want to experiment.

You can change the background image.

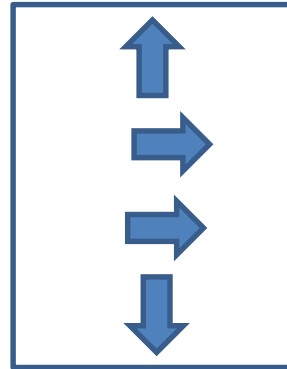



The program is written using custom blocks.

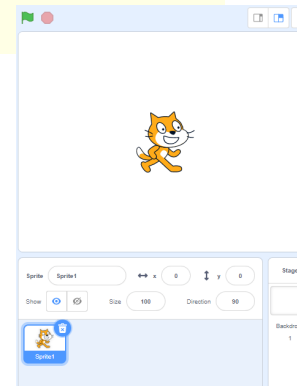
Click here for the custom blocks.

Scroll down if you'd like to see how the blocks are made.

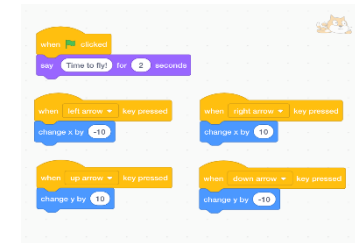
Algorithm – a set
••• — •••
of instructions



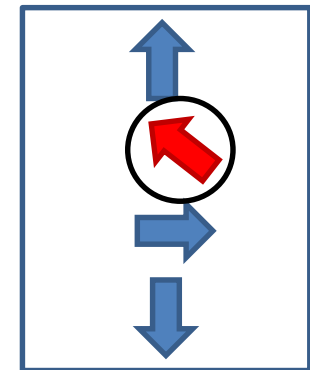
Sprite – a
••• 
computer graphic that
can be controlled by
an algorithm



Program – a set of
•••••
algorithms that work
together.



Debug – fix
•••••
instructions in an
algorithm.



E-safety Reminder: When signing into websites, keep your personal login details safe and secure.