



# 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.

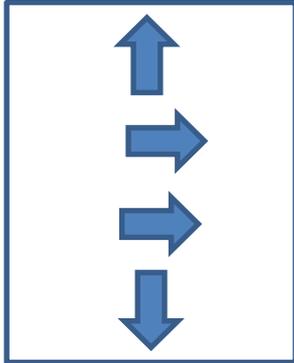
You can change the background image.

Click here for the custom blocks.

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

The program is written using custom blocks.

Algorithm – a set of instructions

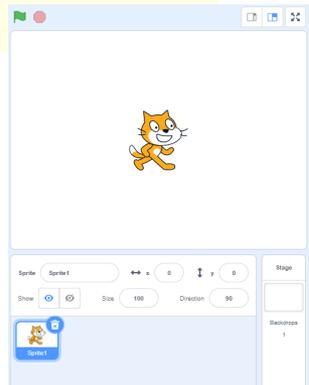
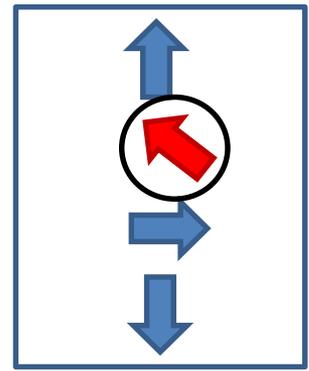


Program – a set of algorithms that work together.



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

Debug – fix instructions in an algorithm.



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