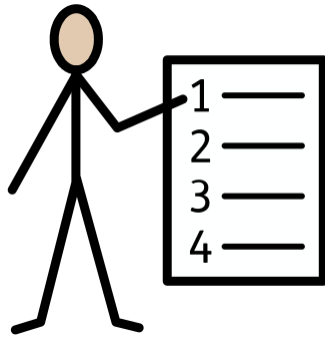
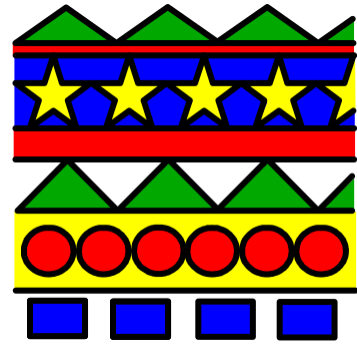


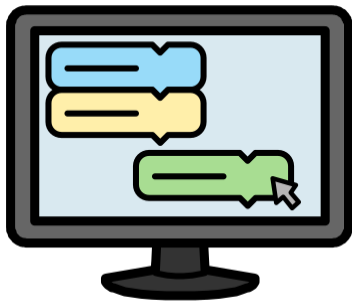
Year 2 Coding Vocabulary



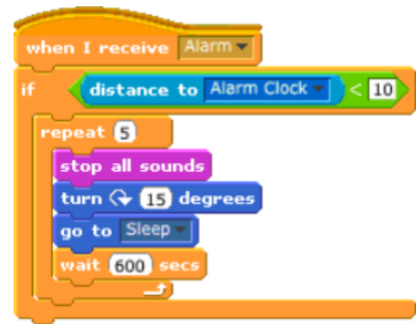
instructions



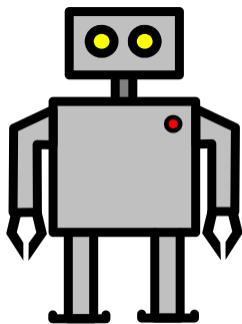
patterns



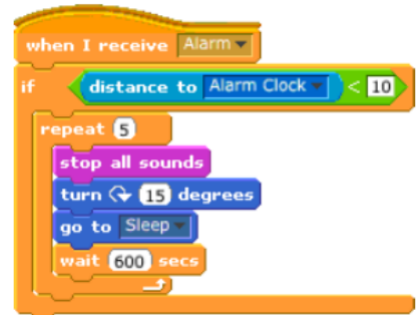
program



code



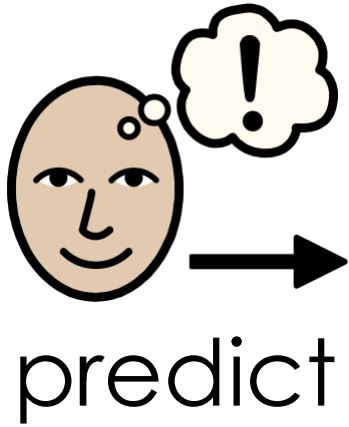
robot



algorithm

Autumn Term

Year 2 Coding Vocabulary



Input Example



input

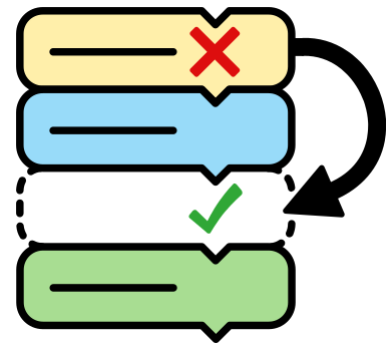
Output Example



output



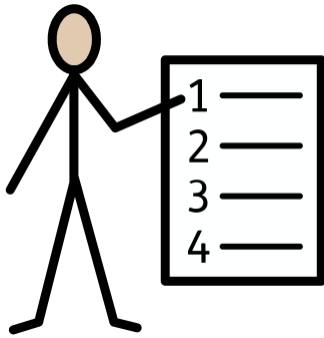
bug



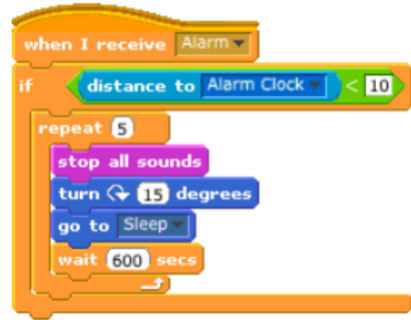
debug

Autumn Term

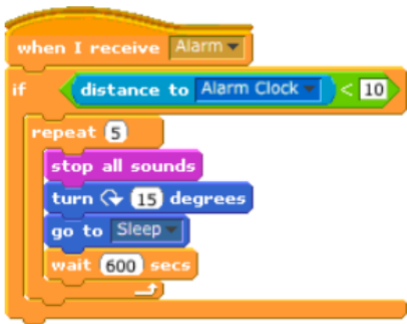
Year 2 Coding Vocabulary



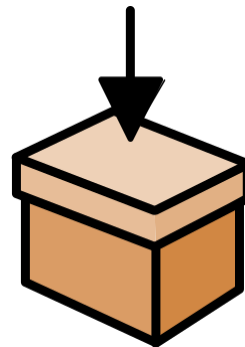
instruction



algorithm



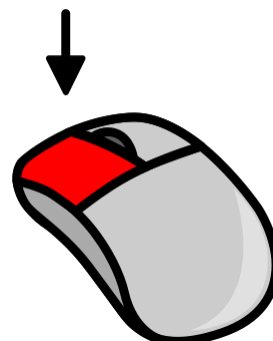
code



object



action



click

Spring Term

Year 2 Coding Vocabulary



start



click event



start event

Input Example



input

Output Example



output



run

Spring Term

Year 2 Coding Vocabulary



key press

```
1 handleKeyPress = (event) => {  
2   if(event.key === 'Enter'){  
3     console.log('enter press here! ');  
4   }  
5 }  
6 render: function() {  
7   return(  
8     <div>  
9       <input type="text" id="one" onKeyPress={this.handleKeyPress} />  
10    </div>  
11  );  
12 }
```

key press
event



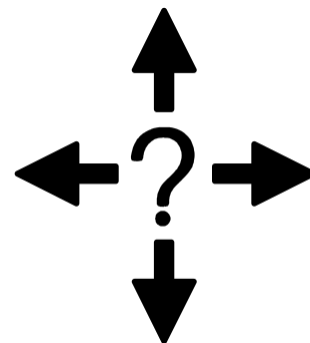
key



execute



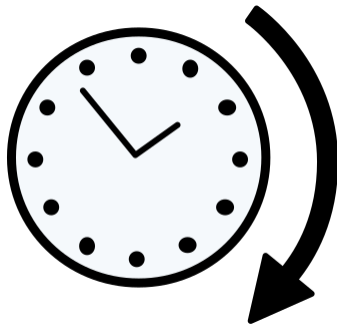
control



direction

Spring Term

Year 2 Coding Vocabulary



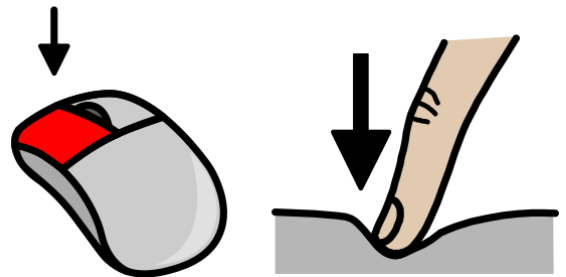
clockwise



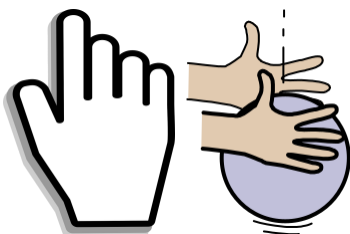
anti-clockwise



pointer



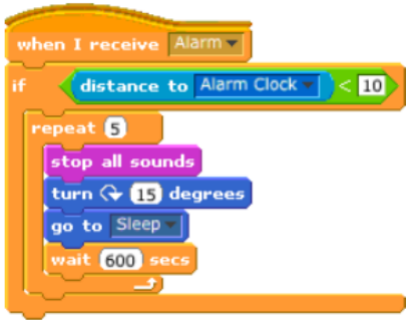
pointer press



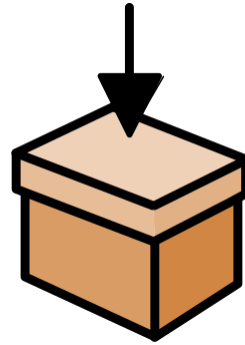
pointer
release

Spring Term

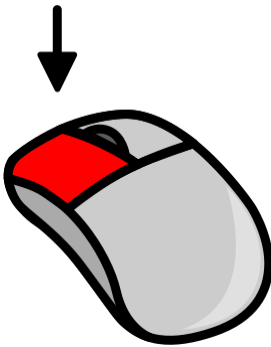
Year 2 Coding Vocabulary



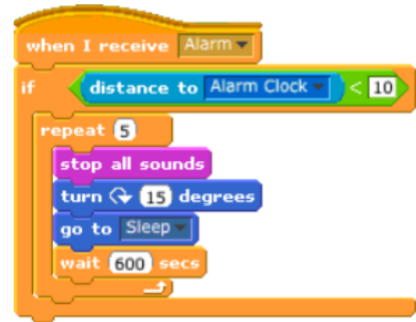
code



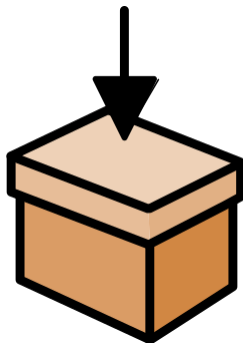
object



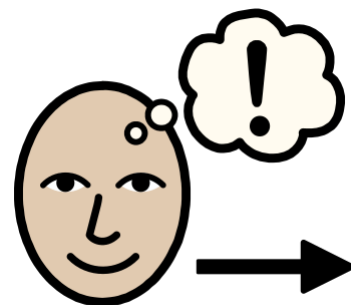
click



algorithm



object



predict

Summer Term

Year 2 Coding Vocabulary



pointer

Input Example



input

Output Example



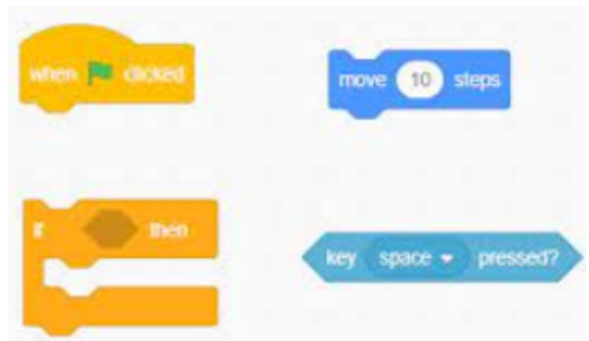
output



button



run



execute

Summer Term

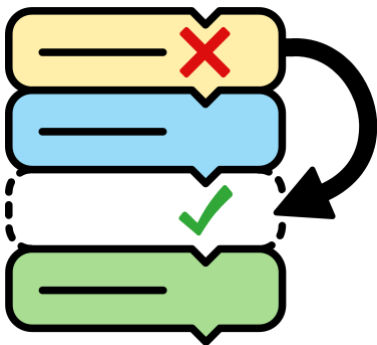
Year 2 Coding Vocabulary



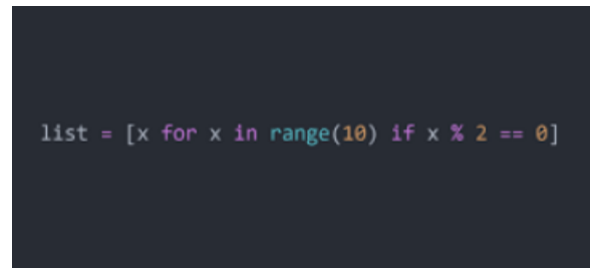
control



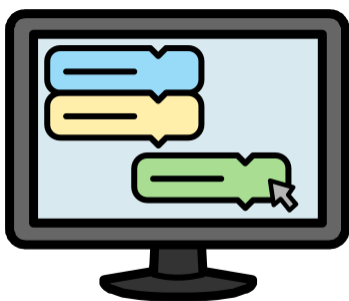
bug



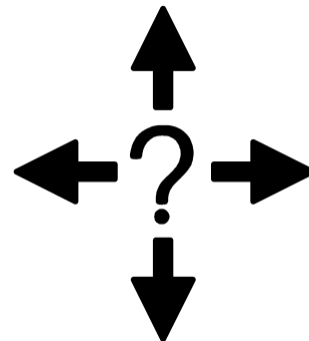
debug



line



program



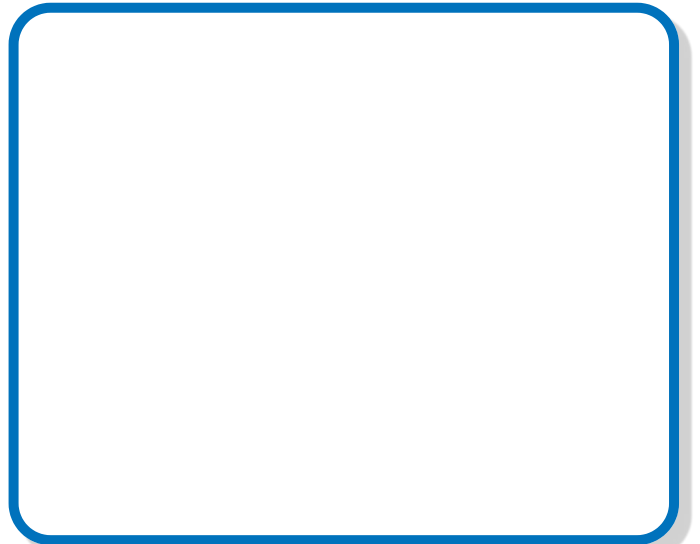
direction

Summer Term

Year 2 Coding Vocabulary



device



Summer Term