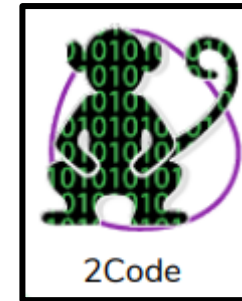




Coding



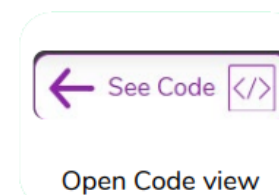
alert	A type of output that shows a pop up of text
algorithm	A set of detailed, step-by-step instructions
attribute	A detail about an object that can be changed
button object	A type of object that responds only to clicks
collision detection	An command that detects if two objects have touched
event	Something that happens that causes a block of code to be run
nesting	When coding commands are put inside other commands
object	An item in a program that can be given instructions
sequence	When a programme runs commands in order
turtle object	An object in 2Code that moves by coding angles of rotation and distance

Key Learning

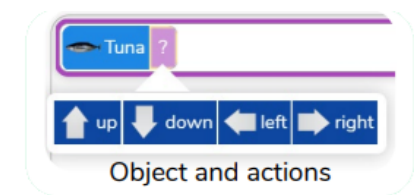
- Understand what a flowchart is ad how flowcharts are used in computer programming
- Understand that there are different types of timers
- Understand how to use the repeat command
- Understand the importance of nesting when coding, testing and debugging
- Design a program
- Use design documentation to code a program



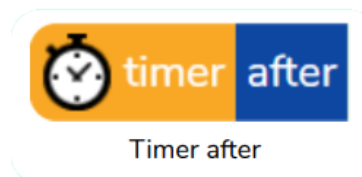
Open Design view



Open Code view



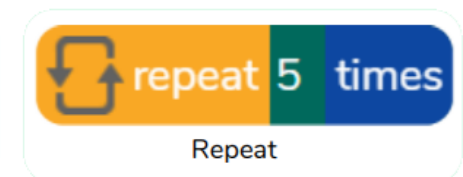
Object and actions



Timer after



Timer every



Repeat