



Coding

Key Words

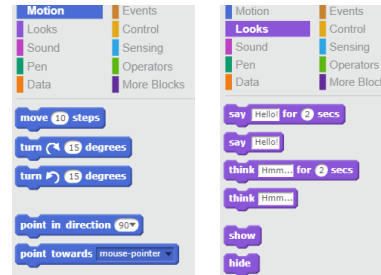
- Private information** – information that can be used to identify you.
- Variable** – a named area in computer memory. A variable has a name and a value. The program can change this variable value.
- Action** – types of commands which are run on an object. They could be used to move an object or change one of its properties.
- Algorithm** – a precise set of step by step instructions used to solve a problem or achieve a goal.
- Bug** – a problem in the computer program that stops it working in the way it was designed.
- Command** – a single instruction in a computer program.
- Debug/debugging** – looking for any problems in the code, fixing and testing them.
- Event** – something that causes a block of code to run.
- If/else** – a conditional command, which tests a statement. If the condition is true, then the commands inside the 'if block' will run. If the condition is not met, then the commands in the 'else block' will run.
- Input** – information going into the computer. Can include moving or clicking the mouse, using the keyboard or swiping or tilting the device.
- Output** – information that comes out of a computer e.g sound.
- Repeat** – this command can be used to make a block of commands run a set amount of times or forever.
- Selection** – This is a conditional/decisional command. When selection is used, a program will choose a different outcome based on selection.

Websites you can use at home:

- <https://projects.raspberrypi.org/en>
- <https://scratch.mit.edu/>
- <https://hourofcode.com/uk/learn>

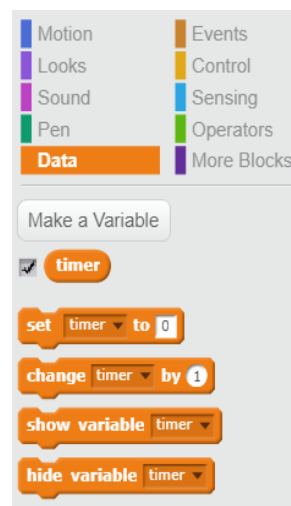
Sequences

We will be programming an interactive game with a range of different functions. The children will be able to use coding to create the game, apply a timer and give the game dual functionality.

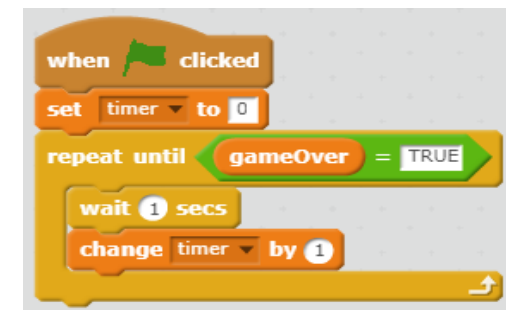


Variables

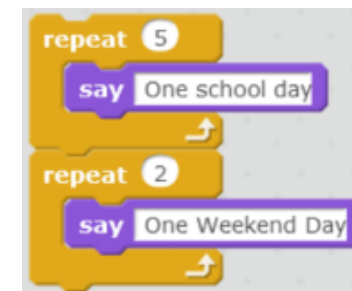
A variable is something which can be changed. In computer programming, we use variables to store information in our program that might change and can be used later. The variable could be a score or a timer.



What does a timer look like?



Repetition



Selection

