



Coding

Key Words

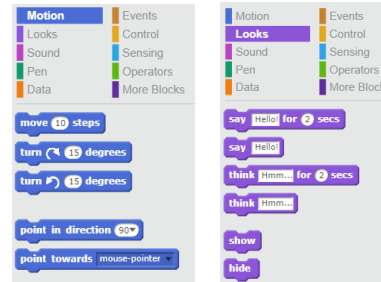
- Private information** – information that can be used to identify you.
- Variable** – a named area in computer memory. A variable has a name and a value. The program can change this variable value.
- Action** – types of commands which are run on an object. They could be used to move an object or change 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>

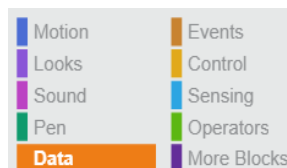
Sequences

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.



Make a Variable



What does a timer look like?

