

Programming—Year 3

Key Vocabulary

Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Command	A single instruction in a computer program
Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Flowchart	A diagram which represents an algorithm.
Object	An element in a computer program that can be changed using actions or properties. In 2Code, buttons, characters and vehicles are types of objects
Output	Information that comes out of the computer e.g. sound.
Blocks of Command	A series of a few code instructions.
Debug/ Debugging	Looking for any problems in the code, fixing and testing them
Repeat	This command can be used to make a block of commands run a set number of times or forever.

Sticky Knowledge

An algorithm is a precise step-by-step set of instructions used to solve a problem or achieve an objective. (examples of real life algorithms—follow a dance routine, recipe etc.)

A Command is single instruction in a computer program.

An Action is a type of command, which are run on an object. They could be used to move an object or change a property.

A Variable is a named area in computer memory. It has a name and a value. The program can change this variable (changeable) value.

Key question—In what other subject/ lesson do we use the skill of decomposition?

Where we break down a task into smaller chunks to make it more manageable



Open, close or share a file.



Save your work.



Design

Open design mode in 2Code.



Exit Design

Switch to code mode in 2Code.