

Key Vocabulary

Programming — Year 4

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
Alert	A type of output. It shows a pop-up of text on the screen.
Code Block	An individual code command represented visually by a block on the screen.
If/Else command	A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.
Repeat Repeat/ until	Repeat This command can be used to make a block of commands run a set number of times or forever or until something certain happens (loses all lives)
Debug/Debugging them.	Looking for any problems in the code, fixing and testing
Selection	A conditional/ decision command. When selection is used, a program will choose a different outcome depending on a condition.

Sticky Knowledge



I know and can explain the stages of the design, code, test, debug coding process.

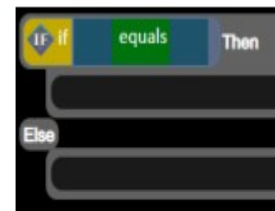
Design: create a design which could be a flowchart, a labelled diagram or a storyboard. This helps to think through the algorithms required.

Code: code the algorithms using to code and adapting the design.

Test and Debug: see if the program works and fix any errors.

I know that there are different types of commands that have specific outputs such as repeat/ repeat until, if, else, action commands.

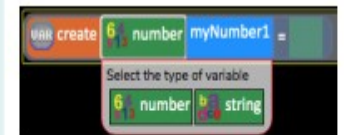
I know I can use conditional commands such as selection where the program selects a different outcome depending on a condition set (if/ else is a conditional command)



An 'if/Else' command.



Repeat until.



Creating a variable in 2Code.

