

Programming—Year 6

Key Vocabulary

Variable	A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.
Function	A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly.
A tab	Tab In 2Code, this is a way to organise a program into separate pages (tabs) of code.
Input	Input Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard.
Output	Information that comes out of the computer e.g. sound. prompt, alert or print to screen.
Repeat/ repeat until	Repeat This command can be used to make a block of commands run a set number of times or forever.
Selection	Selection is a decision command. When selection is used, a program will choose which bit of code to run depending on a condition. In 2Code selection is accomplished using 'if' or 'if/else' statements.
See full list of vocabulary	Purple Mash 6.1 coding - Knowledge organiser.

Sticky Knowledge

Know that a function is a block of code

You can access a function when you need it, so you don't have to rewrite the same block repeatedly.

Know Input is information going into the computer.

This can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

Know how a program receives user input.

When the user clicks on an object, when the user presses keys or swipes the screen with the mouse, the 'Get Input' and 'Prompt for input' commands. On a touchscreen: when the screen is touched or swiped.

Key questions:

What is a function in coding?

How can you use Tabs in 2Code Gorilla?

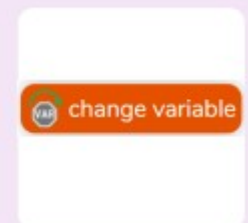
In 2Code Gorilla, how can a program receive user input?



Open design mode in 2Code.



Switch to code mode in 2Code.



A change variable block.