REED FIRST SCHOOL

Key words

If	This tests a statement. If the condition is true, the commands inside the block will be run.
If/Else	This tests a statement. If the condition is true, then the commands inside the 'if block' are run. If the condition is not met, then the commands inside the 'else block' are run.
Prompt	A question or request asked in coding to obtain information from the user in order to select which code to run.
Selection	When selection is used, a program will choose a different outcome depending on a condition.
Nesting	When you write a command inside something else e.g. a block of commands nested inside a timer.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Action	Types of commands which could be used to move an object or change a property.
Debugging	Looking for any problems in the code, fixing and testing them.
Code block	An individual code command represented visually by a block on the screen.
Execute	To run a computer program.
Command	A single instruction in a computer program.
Flowchart	A diagram which represents an algorithm.
Background	The part of the program design that shows behind everything else. It sets the scene for the story or game.

Key resources:

purple mash

Tools | 2Dos

2Chart | Free code gibbon

Key learning:

· To begin to understand selection in computer programming.
· To understand how an IF statement works.
· To understand how to use co-ordinates in computer programming.
· To understand the 'repeat until' command.
· To understand how an IF/ELSE statement works.
· To understand what a variable is in programming.
· To use a number variable.
· To create a playable game.

Key images:

Open design mode in 2Code.

Switch to code mode in 2Code.

A change variable block.

An 'if/Else' command.

Repeat until.

Creating a variable in 2Code.

What are 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.
· Code: code the algorithms using 2code and adapting the design.
Test and Debug: see if the program works and fix any errors.

What does selection mean in coding?

The code will contain commands that require a decision and the next code to run will depend upon the outcome of this decision. In 2Code we used the 'if' command for selection.