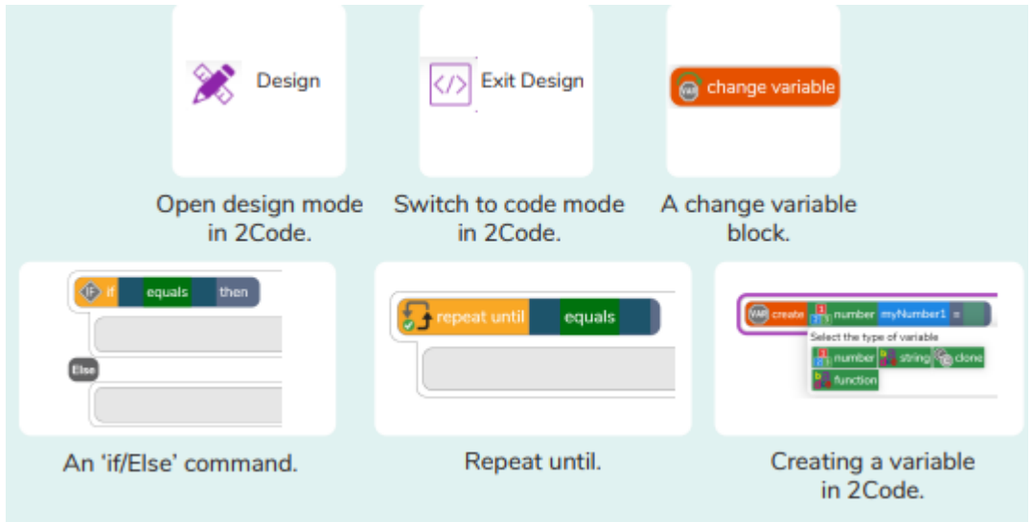
Coding

COMPUTING KNOWLEDGE ORGANISER

ESSENTIAL VOCABULARY	
Action	The way that objects change when programmed to do so. For example, move or change a property.
Alert	This is a type of output. It shows a pop up of text on the screen.
Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective.
Background	In 2Code the background is an image in the design that does not change.
Button	A type of object that responds to being clicked on.
Code blocks	A way to write code using blocks which each have an object or an action. Each group of blocks will run when a specific condition is met or when an event occurs.
Command	A simple instruction in 2Do code.
Debug/debugging	Fixing code that has errors so that the code will run the way it was designed to.
Execute	This is the proper word for when you run the code. We say, 'the program (or code) executes.'
Design	In coding, this is a plan for the program showing the visual look of the user interface (the screen) with the objects. The algorithm can be represented as part of the design, showing actions and events.
IF statement	A computer uses an IF statement to decide which bit of code to run. IF a condition is true, then the commands inside the block will be run.
Nest	When coding commands are put inside other commands. These commands only run when the outer command runs.

Predict	Use your understanding of a situation to say what will happen in the future or will be a consequence of something.
Prompt	A question or request asked in coding to obtain information from the user in order to select which code to run.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Run	Clicking the Play button to make the computer respond to the code.
Timer	In coding, use a timer command to run a block of commands after a timed delay or at regular intervals

Key resources



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