

Unit 3.1 Coding

Key Vocabulary

Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Bug	A precise step by step set of instructions used to solve a problem or achieve an objective.
Code block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
control	These commands determine whether parts of the program will run, how often and sometimes, when.
Code design	Design what your program will look like and what it will do.
command	A single instruction in a computer program.
Debug/ debugging	Looking for any problems in the code, fixing and testing them.
Design mode	Used to create the look of a 2Code computer program when it is run.

Year 3

Computing Knowledge Organisers

Important icons

Open, close or share a file.



Purple Mash



Save your work.



Tool



Open in design mode in 2Code



2Dos



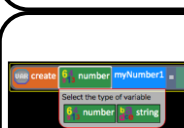
An 'if' command



Free Code Gibbon



Creating a variable in 2code



2Chart



Did you know?

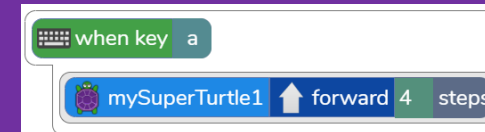
In 1983, the first computer program written by Ada Lovelace. She wrote an algorithm for numbers.

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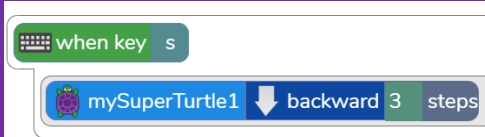
Event	Something that causes a block of code to be run.
If	A conditional command. This tests a statement. If the condition is true, then _.
Object	An element in a computer program that can be changed using actions or properties. In 2Code, buttons, characters and vehicles are types of objects.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping, and tilting the device.
Output	Information that comes out of the computer e.g., sound.
Properties	All objects have properties that can be changed in design or by writing code e.g., image, colour, and scale properties.
Repeat	This command can be used to make a block of commands run a set of number times or forever.
Computer simulation	A program that models a real-life situation.
selection	This is a conditional/ decision command. When selection is used, a program will choose different.
Timer	Use this command to run a block of commands after a timed delay or at regular intervals.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.

Basic Coding Reminders

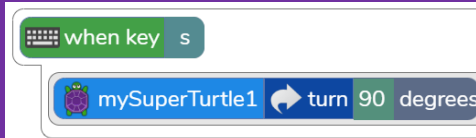
Getting your object to move forward:



Getting your object to move backwards:



Turning your object left or right:



What is a flowchart?

A diagram which represents an algorithm.

