

Key Vocabulary

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
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.
Execute	This is the proper word for when you run the code. We say, 'the program (or code) executes.'
Flowchart	A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
'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.
'If/Else' statement	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.
Nest	When coding commands are put inside other commands. These commands only run when the outer command runs.
Object	Items in a program that can be given instructions to move or change in some way (action). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.
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.

Key Question

Explain the stages of the design, code, test, debug coding process.



This is a process to go through as you create a program using coding:

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

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

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



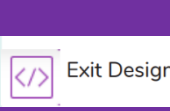
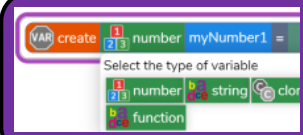
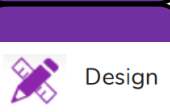
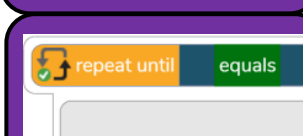
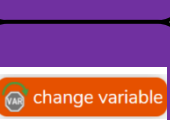
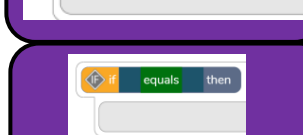
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Repeat until	In 2Code this command will repeat a block of commands until a condition is met.
Run	Clicking the Play button to make the computer respond to the code.
Sequence	This is when a computer program runs commands in order.
Timer	In coding, use a timer 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. Variables are used in programming to keep track of things that can change while a program is running.

Important icons

Tools	
2Dos	
2Chart	
Free code gibbon	

Key Images

	Exit Design		Creating a variable in 2Code.
	Design		Repeat until
	A change variable block		An 'if/Else' command

Key Question

What does selection mean in coding and how can you achieve this in 2Code?



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.

