Unit: 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.
Background	In 2Code the background is an image in the design that does not change.
Bug	A problem in a computer program that stops it working the way it was designed.
Button	A type of object that responds to being clicked on.
Click events	An event that is triggered when the user clicks on an object.
Collision detection	In 2Code, this measures whether 2 objects have touched each other.
Command	A single instruction in 2Code.
Debug/ Debugging	Fixing code that has errors so that the code will run the way it was designed to.

Important icons

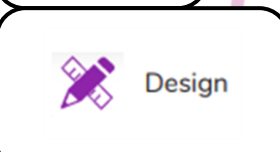|	
Open, close or share a file.	☰
Save your work.	💾
Watch the instruction video	❓
Open design mode in 2Code	✏️ Design
Switch to code mode in 2Code	</> Exit Design
An object property	➡️ right
A timer code block	⏱️ timer after 1 seconds
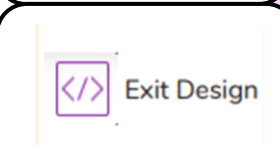
Key Vocabulary

Event	An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key or clicking the screen.
Execute	This is the proper word for when you run the code. We say, 'the program (or code) executes.'
Implement	When a design is turned into a program using coding.
Instructions	Detailed information about how something should be done or operated.
Interaction	When objects perform actions in response to each other e.g. a frog turning into a monkey when it collides with a tree.
Interval	In a timer, this is the length of time between the timer code running and the next time it runs e.g. every
Object	Items in a program that can be given instructions to move or change in some way (action).
Output	Information that comes out of the computer e.g. sound.
Properties	These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.
Run	Clicking the Play button to make the computer respond to the code.

Key Questions

Why is an algorithm useful in coding?

A clear algorithm can help you to create code that does what it is supposed to do.

If you are good at coding, you don't need to debug. Is this true?

All coders need to debug to make sure that their program works correctly, and the code does what they intended. As you get better at coding, your programs will get more complex and debugging gets even more important.