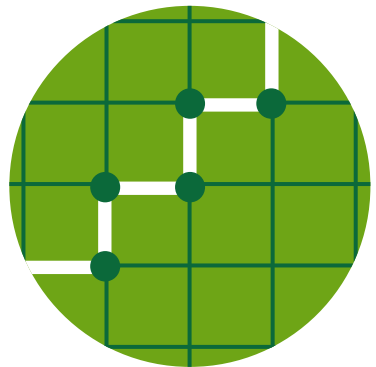




Logic

predicting and analysing

Logic helps us to establish and check facts, and make predictions.

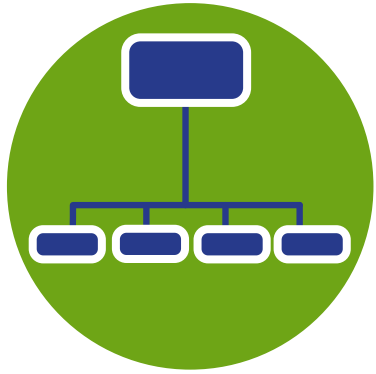


Algorithms

making steps and rules

An algorithm is a precise sequence of instructions, or set of rules, for performing a task.

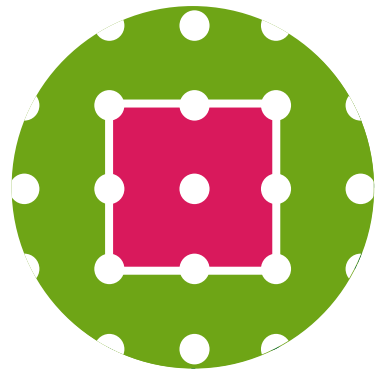




Decomposition

breaking down into parts

Decomposition is breaking a problem or system down into its parts.



Patterns

spotting and using similarities

By spotting patterns we can make predictions, create rules and solve other problems.





Abstraction

removing unnecessary detail

Abstraction is identifying what is important and leaving out detail we do not need.

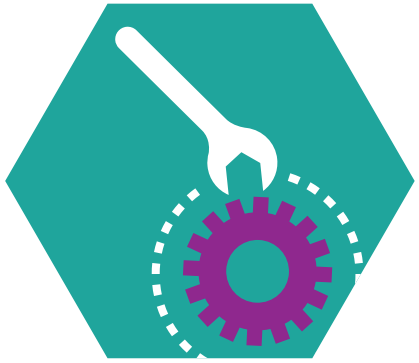


Evaluation

making judgement

We use evaluation when we make judgements based on different factors, such as design criteria and user needs.





Tinkering

experimenting and playing

Tinkering means trying things out through experimentation.



Creating

designing and making

Creating is about planning, making and evaluating things;
e.g. animations, games or robots.





Debugging

finding and fixing errors

Debugging is about finding out what is wrong in an algorithm or program and fixing it.



Persevering

keeping going

Persevering is never giving up, being determined, resilient and tenacious.





Collaborating

working together

Collaborating means working with others to ensure the best result.