



Y3 Computing - Coding

Using Flowcharts

Using a flowchart to design a computer program is helpful as you can see it in its simplest form as inputs and outputs. You can see where the program is going which will prevent mistakes when creating the code

Repeat Commands

Using the repeat command will make a block of commands run for a set number of times or forever. These saves rewriting the code many times.

Timer Commands

A 'timer after' means after a certain amount of seconds, the action will occur. 'Timer every' means that the action will re-occur every certain amount of seconds on a loop

Key Images

Open, close or share a file.

Save your work.

Open design mode in 2Code.

Switch to code mode in 2Code.

A timer code block.

Repeat block.

Vocabulary

Action	Types of commands which are run on an object. They could be used to move an object 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.
Command	A single instruction in a computer program
Debug	Looking for any problems in the code, fixing and testing them.
Developer	A person who writes, debugs and executes code to create a program
Execute	To run a computer program.
Flowchart	A diagram which represents an algorithm
Nesting	When you write a command inside something else e.g. a block of commands could be nested inside a timer.
Object	An element in a computer program that can be changed using actions or properties.
Output	Information that comes out of the computer e.g. sound.
Repeat	This command can be used to make a block of commands run a set number of times or forever.
Sequence	When a computer program runs commands in order.
Scene	A visual aspect of a program
Test	When code is run to check that it works correctly
Values	Usually a number, a single character or a string of characters.