

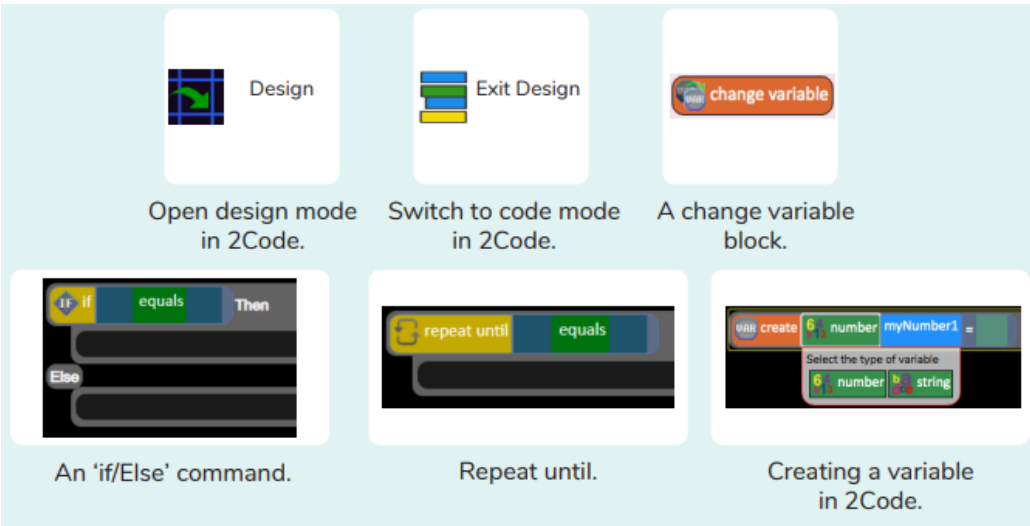


Y4 Computing - Coding

Key Programmes



Key Images



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.
Button	An object that can trigger an event in response to being clicked.
Debug	Looking for any problems in the code, fixing and testing them.
Execute	To run a computer program.
If	A conditional command. This tests a statement. If the condition is true, then the commands inside the block will be run
If/Else	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.
Repeat Until	This command can be used to make a block of commands run until something certain happens.
Selection	This is a conditional/ decision command. When selection is used, a program will choose a different outcome depending on a condition.
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