

Variable



COMPUTING KNOWLEDGE ORGANISER

(3)

Action The way that objects change when programmed to do so. For example, move or change a property	
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.	
Co-ordinates Numbers which determine the position of a point, shape or object in a particular space.	
Decomposition A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separate and then brought back together in the program.	arately
Debug/Debugging Fixing code that has errors so that the code will run the way it was designed to.	
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 (when Event clicking or swiping the screen (when Clicked, when Swiped) or when objects interact (collision). In 2Code, the event commands are uncertainty create blocks of code that are run when events happen.	• •
Execute\Run Clicking the Play button to make the computer respond to the code. Execute is the technical word for when you run the code. We sat program (or code) executes.'	y, 'the
Flowchart A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.	
A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you sin the function each time you want it.	ply call
Input Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the key On tablets there are other forms such as finger swipes, touch gestures and tilting the device. In 2Code the commands prompt for input are used to prompt the user to enter typed input and then use this input.	
aunch Command This command will open another Purple Mash file or an external website that you specify when it is called.	
Object Items in a program that can be given instructions to move or change in some way (action). In 2Code Gorilla, the object types are but number, input, text, shape turtle, character, object, vehicle, animal.	itton
Output Information that comes out of the computer e.g. sound. prompt, alert or print to screen.	
Procedure An independent code module that fulfils a task and is referenced within a larger body of code. In 2Code a procedure might be code function.	as a
Properties These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.	
Repeat This command can be used to make a block of commands run a set number of times or forever.	
Selection is a decision command. When selection is used, a program will choose which bit of code to run depending on a condition. In selection is accomplished using 'if' or 'if/else' statements.	2Code
Sequence This is when a computer program runs commands in order.	
Simulation A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.	
Tab In 2Code, this is a way to organise a program into separate pages (tabs) of code.	
Timer Use this command to run a block of commands after a timed delay or at regular intervals.	

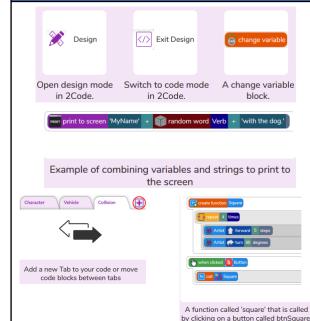
KEY LEARNING

- To design a playable game with a timer and a score.
- To plan and use selection and variables.
- To understand how the launch command works.
- To use functions and understand why they are useful.
- To understand how functions are created and called.
- To use flowcharts to create and debug code.
- To create a simulation of a room in which devices can be controlled.
- To understand how user input can be used in a program.
- To understand how 2Code can be used to make a text-adventure game.

KEY RESOURCES USED



KEY IMAGES



'As a family we live, love, learn and celebrate with Jesus.'

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.