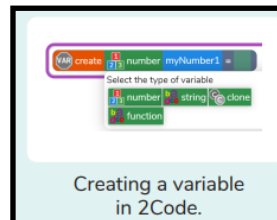
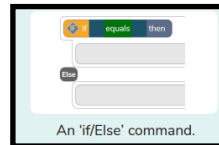
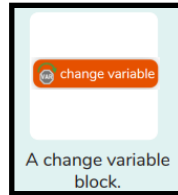


Prior Learning

- I have used 'Scratch' to create algorithms.
- I can create a 'sequence' to follow (Animation unit)
- I can use repeated images in a sequence (Animation unit)
- I can debug an algorithm, fixing a problem.
- I can access, save and retrieve my work.



Sticky Knowledge

- I understand how an 'IF' statement works.
- I can use co-ordinates in computer programming.
- I can use the 'repeat until' command.
- I know how an IF/ELSE statement works.
- I understand what a variable is in programming.
- I can use a number variable.
- I can create a playable game.

Key Vocabulary

action	The way an object changes when programmed. (For example - move)
variable	A named area on a computer memory. It has a name and a value. Variables are used to keep track of things that can change while a program is running.
algorithm	A precise, step-by-step set of instructions.
background	in 2Code, the background is an image in the design that does not change.
button	A type of object that responds to being clicked on.
code blocks	A way to write code using blocks which each have an object or an action.
command	A single instruction in 2Code.
debug/ debugging	Fixing code that has errors so that the code runs the way it should.
event	Something that causes a block of code to be run. Could be pressing the 'when' key or 'when clicked'.
'if' statement	A conditional command. 'If' the condition is true, the commands will be run. (if apple is touched - score a point)
object	Items in a program that can be given instructions.
input	Information going into the computer. (Moving or clicking the mouse, swiping the screen, entering text on the keyboard.