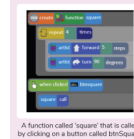# Year 6 Computing: Coding

Prior Learning (Year 5)

- Used 'Kodu' software to create a playable game.
- Know how to 'de-bug' code and evaluate their work.
- Evaluate existing code to use as a basis for their own game.
- Work with different variables to achieve a goal.
- Know how to change properties of objects and backgrounds.
- Use sequence, selection and repetition.

Sticky Knowledge

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

Key Vocabulary

A function called 'square' that is called by clicking on a button called btnSquare.

purple mash

function	A block or sequence of code that you can access when you need it.
input	Information going into the computer. This could be the user clicking the mouse or on a tablet, a finger swipe, touch gesture or tilting the device.
launch command	This command will open another Purple Mash file or external website when it is called.
action	The way that objects change when programmed to do so. For example, move.
algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
co-ordinates	Numbers which determine the position of a point, shape or object in a particular space.
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.
event	An occurrence that causes the block of code to be run. IN 2Code, the event commands are used to create blocks of code that are run when events happen.
decomposition	A method of breaking down a task into manageable parts to make coding easier.
procedure	An independent code module that fits within a larger block of code.
properties	These determine the look and size of the object. (image, scale, position)
simulation	A model that represents a real or imaginary situation.
tab	A way of organising a program into separate pages (tabs)
timer	Use this command to run a block of commands after a timed delay or at regular intervals.
repeat until	This command will repeat a block of commands until a condition is met.