Year 3: Coding Knowledge Mat

Subject Specific Vocabulary

Code	Writing the code for a computer program.
Debug/Debugging	Fixing code that has errors so that the code will run the way it was designed to.
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.
Implement	When a design is turned into a program using coding.
Sequence	When a computer program runs commands in order.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Test	To run the code and observe what happens to identify where there might be bugs in the program.
Collision Detection Event	The event of two objects colliding.
Flowchart	A diagram which represents an algorithm.

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.

Important knowledge

- ❑ To understand what a flowchart is and how flowcharts are used in computer programming.

- ❑ To understand that there are different types of timers and select the right type for purpose.

- ❑ To understand how to use the repeat command.

- ❑ To understand the importance of nesting.

- ❑ To design and create an interactive scene.