

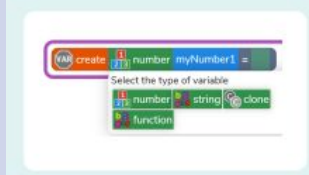


# Year 4: Coding Purple Mash

Subject Specific Vocabulary		Coding	Important knowledge
'If' Statement	A computer uses an IF statement to decide which bit of code to run. IF a condition is true, then the commands inside the block will be run.	 <p>Open design mode in 2Code.    Switch to code mode in 2Code.    A change variable block.</p>  <p>An 'if/else' command.    Repeat until.</p>  <p>Creating a variable in 2Code.</p>	<ul style="list-style-type: none"> <li>I understand selection in computer programming.</li> <li>I know how an IF statement works.</li> <li>I know how to use co-ordinates in computer programming.</li> <li>I know how to use understand the 'repeat until' command.</li> <li>I know how an IF/ELSE statement works.</li> <li>I know what a variable is in programming.</li> <li>I know how to use a number variable.</li> <li>I know how to create a playable game.</li> </ul>
'If/Else Statement	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.		
Flowchart	A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.		
Prompt	A question or request asked in coding to obtain information from the user in order to select which code to run.		
Implement	When a design is turned into a program using coding.		
Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective		
Sequence	This is when a computer program runs commands in order.		
Properties	These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.		
Variable	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		