

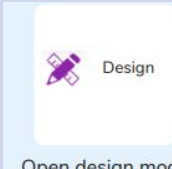
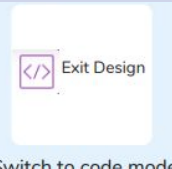

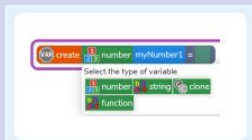

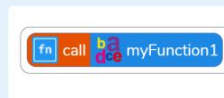


Year 5: Coding Purple Mash

| Subject Specific Vocabulary | | Coding | Important knowledge |
|-----------------------------|--|---|--|
| Abstraction | A way of de-cluttering and removing unnecessary details to get a program functioning. | <div><p>Add a new Tab to your code</p></div> <div><p>A change variable block.</p></div> <div><p>Open design mode in 2Code.</p></div> <div><p>Switch to code mode in 2Code.</p></div> <div><p>Example of combining variables and strings to print to the screen</p></div> <div><p>Creating a variable in 2Code</p></div> <div><p>Creating a function in 2Code</p></div> <div><p>Calling a function in 2Code</p></div> | <p>To begin to simplify code.</p> <p>To create a playable game.</p> <p>To understand what a simulation is.</p> <p>To program a simulation using 2Code.</p> <p>To know what decomposition and abstraction are in computer science.</p> <p>To a take a real-life situation, decompose it and think about the level of abstraction.</p> <p>To understand how to use friction in code.</p> <p>To begin to understand what a function is and how functions work in code.</p> <p>To understand what the different variables types are and how they are used differently.</p> <p>To understand how to create a string.</p> <p>To understand what concatenation is and how it works.</p> |
| Concatenation | The action of linking a mixture of strings, variable values and numbers together in a series. | | |
| Efficient | In coding, simplified code runs faster and uses less processing memory, it is said to be more efficient. | | |
| Decomposition | A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program. | | |
| Nesting | When coding commands are put inside other commands. These commands only run when the outer command runs | | |
| Physical System | In this context, this is any object or situation that can be analysed and modelled. For example modelling the function of a traffic light, modelling friction of cars moving down surfaces or modelling the functions of a home's security system. | | |
| Selection | A conditional decision command. When selection is used, a program will choose which bit of code to run depending on a condition. In 2Code selection is accomplished using 'if' or 'if/else' statements. | | |
| Input | Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device. | | |