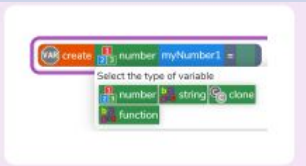
Year 6: Coding Purple Mash

Subject Specific Vocabulary	
Procedure	An independent code module that fulfils a task and is referenced within a larger body of code. In 2Code a procedure might be coded as a function.
Co-ordinates	Numbers which determine the position of a point, shape or object in a particular space.
Execute	Clicking the Play button to make the computer respond to the code.
Simulation	A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.
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 running.
Event	An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key (when Key) or clicking or swiping the screen (when Clicked, when Swiped) or when objects interact (collision). In 2Code, the event commands are used to create blocks of code that are run when events happen.
Output	Information that comes out of the computer e.g. sound. prompt, alert or print to screen.
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.

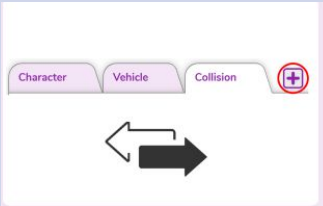
Coding

Open design mode in 2Code. Switch to code mode in 2Code. A change variable block.

Example of combining variables and strings to print to the screen



Creating a variable in 2Code



Add a new Tab to your code or move code blocks between tabs

Important knowledge

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