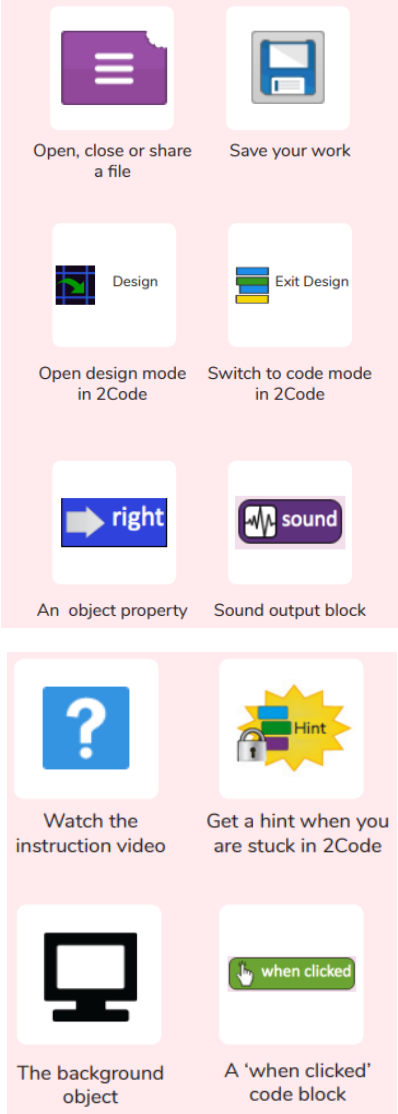


# Year 1: Coding Knowledge Mat

Subject Specific Vocabulary		Information	Important Knowledge
<b>action</b>	The way that objects change when programmed to do so. For example, move.	 <p>Open, close or share a file</p> <p>Save your work</p> <p>Design</p> <p>Exit Design</p> <p>Open design mode in 2Code</p> <p>Switch to code mode in 2Code</p> <p>An object property</p> <p>Sound output block</p> <p>Watch the instruction video</p> <p>Get a hint when you are stuck in 2Code</p> <p>The background object</p> <p>A 'when clicked' code block</p>	<ul style="list-style-type: none"> <li><input type="checkbox"/> I know what instructions are and can predict what might happen when they are followed.</li> <li><input type="checkbox"/> I can use code to make a computer program.</li> <li><input type="checkbox"/> I know what object and actions are.</li> <li><input type="checkbox"/> I know what an event is.</li> <li><input type="checkbox"/> I know how to use an event to control an object.</li> <li><input type="checkbox"/> I know how code executes when a program is run.</li> <li><input type="checkbox"/> I know what backgrounds and objects are.</li> <li><input type="checkbox"/> I can plan and code a computer program.</li> </ul>
<b>algorithm</b>	A step-by-step set of instructions used to solve a problem.		
<b>background</b>	An image in the design that does not change, it sets the scene.		
<b>code</b>	Instructions written using symbols or words.		
<b>coding</b>	Writing instructions that the computer can process (understand) to make programs (software).		
<b>command</b>	A single instruction.		
<b>debug/ debugging</b>	Finding a problem in the code and fixing it.		
<b>input</b>	Information going into the computer.		
<b>event</b>	Something that causes a block of code to be run.		
<b>execute</b>	This is when you run the code. We say, 'the program executes.'		