







Year 3: Coding Knowledge Mat

Subject Specific Vocabulary		Information	Important Knowledge
repeat command	This command can be used to make a block of commands run a set number of times or forever.	  <p>Open, close or share a file.</p> <p>Save your work.</p>  Design  Exit Design <p>Open design mode in 2Code.</p> <p>Switch to code mode in 2Code.</p>  <p>A timer code block.</p>  <p>Repeat block.</p>	<ul style="list-style-type: none"> <input type="checkbox"/> I know what a flowchart is and how flowcharts are used in computer programming. <input type="checkbox"/> I know that there are different types of timers and select the right type for purpose. <input type="checkbox"/> I know how to use the repeat command. <input type="checkbox"/> I know the importance of nesting. <input type="checkbox"/> I know how to design and create an interactive scene.
command	A single instruction in a computer program.		
action	The way that objects change when programmed to do so. For example, move or change a property.		
background	In 2Code the background is an image in the design that does not change.		
timer command	Use this command to run a block of commands after a timed delay or at regular intervals.		
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.		