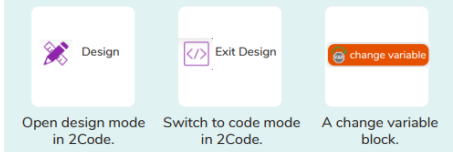
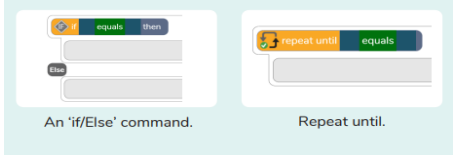
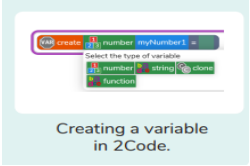


# Year 4: Coding Knowledge Mat

Subject Specific Vocabulary		Information	Important Knowledge
<b>'if' statement</b>	A computer uses an IF statement to decide which bit of code to 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><input type="checkbox"/> I understand selection in computer programming.</li> <li><input type="checkbox"/> I know how an IF statement works.</li> <li><input type="checkbox"/> I know how to use coordinates in computer programming.</li> <li><input type="checkbox"/> I know the 'repeat until' command.</li> <li><input type="checkbox"/> I know how an IF/ELSE statement works.</li> <li><input type="checkbox"/> I know what a variable is in programming.</li> <li><input type="checkbox"/> I know how to use a number variable.</li> <li><input type="checkbox"/> I know how to create a playable game.</li> </ul>
<b>'if/else' statement</b>	A command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run.		
<b>flowchart</b>	A diagram that uses specifically shaped, labelled boxes and arrows to show an algorithm as a diagram.		
<b>prompt</b>	A question or request asked in coding to get information from the user in order to select which code to run.		
<b>implement</b>	When a design is turned into a program using coding.		
<b>alert</b>	This is a type of output. It shows a pop up of text on the screen.		
<b>sequence</b>	This is when a computer program runs commands in order.		
<b>properties</b>	The look and size of an object.		
<b>variable</b>	A named area in computer memory. A variable has a name and a value.		
<b>nest</b>	When coding commands are put inside other commands.		