COMPUTING CODING YEAR 3 AUTUMN

Key Vocabulary

Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective
Bug	A problem in a computer program that stops it working the way it was designed.
Code block	A group of commands that are joined together and are run when a specific condition is met or when an event occurs.
Control	These commands determine whether parts of the program will run, how often and sometimes, when.
Debug/debugging	Looking for any problems in the code, fixing and testing them.
Design mode	Used to create the look of a 2Code computer program when it is run.
Event	Something that causes a block of code to be run.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Output	Information that comes out of the computer e.g. sound.
Properties	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
Computer simulation	A program that models a real-life situation.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.

Key Images

Open, close or share a file.	Save your work.	Open design mode 2Code	Switch to code mode in 2 Code.
An 'if' command	Creating a variable in 2Code		A change variable block

purple mash Resources

Tools | 2Dos | 2Chart | Free code gibbon

How can a variable be used in coding?

A timer that counts every second and displays the value.

A value that changes depending upon whether a switch is on or off.

Storing how many times a user has clicked on an object..