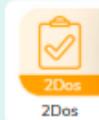
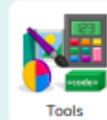


## Year 4 Coding Knowledge Organiser Autumn 2 2022

### Key Learning

- To begin to understand selection in computer programming.
- To understand how an IF statement works.
- To understand how to use co-ordinates in computer programming.
- To understand the 'repeat until' command.
- To understand how an IF/ELSE statement works.
- To understand what a variable is in programming.
- To use a number variable.
- To create a playable game.

### Key Resources



### Key Vocabulary

#### Action

The way that objects change when programmed to do so. For example, move.

#### Alert

This is a type of output. It shows a pop up of text on the screen.

#### Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

#### Background

In 2Code the background is an image in the design that does not change.

#### Button

A type of object that responds to being clicked on.

#### Code blocks

A way to write code using blocks which each have an object or an action.

#### Command

A single instruction in 2Code.

#### Debug/Debugging

Fixing code that has errors so that the code will run the way it was designed to.

#### Design

In coding, this is a plan for the program showing the visual look of the user interface (the screen) with the objects. The algorithm can be represented as part of the design, showing actions and events.

#### Execute

This is the proper word for when you run the code. We say, 'the program (or code) executes.'

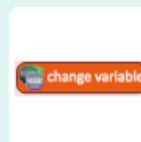
### Key Images



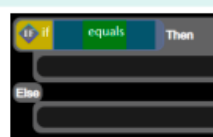
Open design mode in 2Code.



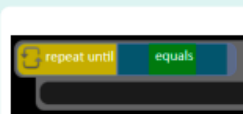
Switch to code mode in 2Code.



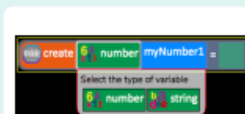
A change variable block.



An 'if/Else' command.



Repeat until.



Creating a variable in 2Code.