Knowledge Mat - CODING

Key Vocabulary				Key learning
Action	Types of commands, which are run on an object. They could be used to move an object or change a property.	**Output**	Information that comes out of the computer, eg, sound.	To understand what instructions are and predict what might happen when they are followed.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.	**Properties**	All objects have properties that can be changed in design or by writing code	To use code to make a computer program.
Background	The part of a program design that shows behind everything else. It sets the scene for the story or game.	**Run**	To cause the instruction in a program to be carried out.	To understand what object and actions are.
Code	Instructions written using symbols and words that can be interpreted by a computer.	**Scale**	The size of an object in 2Code.	To understand what an event is. To use an event to control an object.
Command	A single instruction in a computer program.	**Scene**	The background and objects together create a scene.	To begin to understand how code executes when a program is run.
Debug / Debugging	Looking for any problems in the code, fixing and testing them.	**Sound**	This is a type of output command that makes a noise.	To understand what backgrounds and objects are.
Event	Something that causes a block of code to be run.	**When clicked**	An event command. It makes code run when you click on something (or press the touch screen)	To plan and make a computer program.
Execute	To run a computer program	**Key Questions**		
Input	Information going into the computer. Can include moving the mouse, using the keyboard, swiping and tilting a device.	What is coding ? Writing instructions in a way that a computer can interpret them to make a program.		
Instructions	Detailed information about how something should be done.	Why is it useful to design before coding? It helps you to get a clear idea of what you want your program to do. You can use the design to decide which objects you need to add, what to call them and what actions they should perform.		
Object	An element in a computer program that can be changed using actions or properties.	How can you make characters move in a 2Code program. In design mode, add a character. Change properties such as the name and scale. Exit from the design mode and drag your character's code block into the coding window. From the properties menu, select right, left, up or down.		

SCHOOL READY, WORK READY, LIFE READY