



Vocabulary	Meaning
develop	to start to create something
algorithm	a process or set of rules to be followed by a computer
program	a series of coded software instructions to control the operation of a computer or other machine
functions	a basic task of a computer, especially one that corresponds to a single instruction from the user
enhance	further improve the quality
language	a system of symbols and rules for writing programs or algorithms
condition	set prior requirements on (something) before it can occur or be done
statement	a definite or clear expression of something in speech or writing
conditional statement	subject to one or more conditions or requirements being met before an action can be completed
variable	a data item that may take on more than one value during the runtime of a program
nest	(of a set of objects) fit inside one another
loop	a programmed sequence of instructions that is repeated until or while a particular condition satisfied
analyse	discover or reveal (something) through close examination
solve	find an answer to something

Key knowledge – exploring code.org

Step 1:
Login to code.org in the URL bar.

<https://code.org>

Step 2:
Look for the sign in button.

Sign in

Step 3:
Click sign in with Google Account

Continue with Google

Continue with Facebook

Continue with Microsoft

Key knowledge – coding

A code is a system of words, letter, figures or symbols used to represent others. A set of program instructions

The start of our code
Set the first value of deaths to zero

If the player has touched an enemy then we increase the number of deaths by 1

If the right key is pressed then we move our character to the right (positive on the x axis). If the left key is pressed then we move our character to the left (negative on the x axis).

Key knowledge – condition

Conditions in programming are things that decide. These essential pieces of code check whether something is true or false before moving on to the next step. Generally, conditionals use if/then statements. For example, IF the password is correct, THEN give the user access to the account.

```

graph TD
    A([check weather]) --> B{is it raining?}
    B -- IF true --> C[bring umbrella!]
    B -- IF false --> D([keep going])
  
```