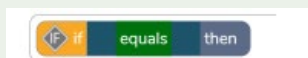
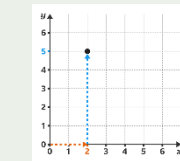

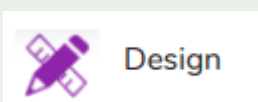
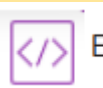


# GGA- Autumn Computing Knowledge Organiser for Year Four Coding 4.1

Vocabulary	
Action	The way that objects change when programmed to do so. For example, move or change a property
Background	In 2Code the background is an image in the design that does not change.
Command	A single instruction in 2Code
Execute	This is the proper word for when you run the code. We say, 'the program (or code) executes.'
Debugging	Fixing code that has errors so that the code will run the way it was designed to
Algorithm	A precise, step-by-step set of instructions used to solve a problem or achieve an objective
Code blocks	A way to write code using blocks which each have an object or an action. Each group of blocks will run when a specific condition is met or when an event occurs.

## Skills that I am going to learn.

Understand how an IF statement works	Understand how to use co-ordinates in computer programming
I can make my object move if a button is pressed	I can move my object to a given co-ordinate
	
Understand the 'repeat until' command	Create a playable game
I can make my object do something repeatedly	I can make a game for someone else to be able to play
	

Key Resources	
 Design	 Exit Design
	 An 'if/Else' command.
 Repeat until.	 Creating a variable in 2Code.

Why are we learning this?	Why is this important?
To be able to improve our problem solving skills	It is a way for us to think strategically

Key Questions
What does selection mean in coding and how can you achieve this in 2Code?
What is the difference between the different object types in 2Code Gibbon level?
How can variables and if/else statements be useful when coding programs with selection?