

# Programming

## Learning

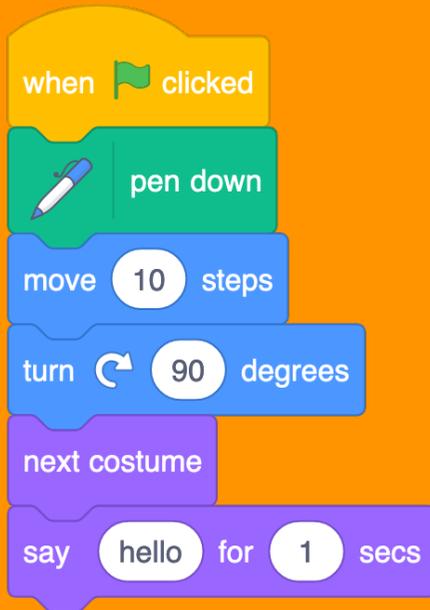
- To program an animation that executes a sequence of statements
- To understand that computer programs containing graphics use x y coordinates and turns are measured in degrees
- To program a sequence of instructions that create visual effects
- To import, create and record sounds
- To understand that algorithms and programs can involve repetition
- To predict the outcome of a simple algorithm
- To combine images, sounds and movement to create a personal animation

## Key Vocabulary

<b>Program</b>	An algorithm that has been written in a language (coded) that a computer can understand
<b>Sequence Selection</b>	A particular order to follow A programming statement that executes a block of code 'if something is true'
<b>Repeat</b>	The action of doing something over and over again
<b>Coordinates x-y axis</b>	Position of point on the screen Reference lines for coordinates
<b>Import</b>	Add something (e.g. a picture or sound) from a file or online
<b>Test</b>	Run a program to see if it does what you expect it to do
<b>Debug</b>	Finding and fixing problems with an algorithm or a program

# Programming

## Sequence



when clicked

pen down

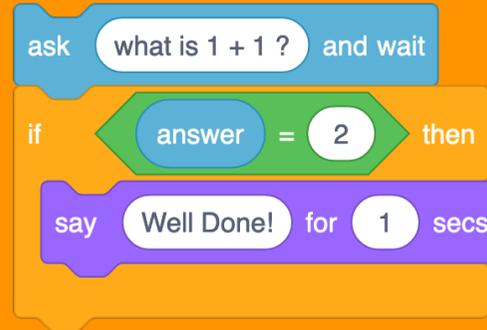
move 10 steps

turn 90 degrees

next costume

say hello for 1 secs

## Selection

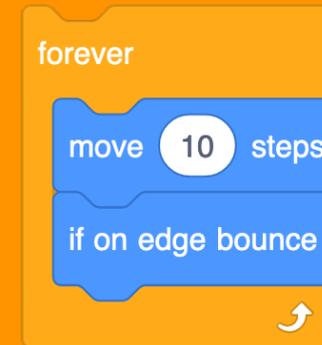


ask what is 1 + 1 ? and wait

if answer = 2 then

say Well Done! for 1 secs

## Repetition



forever

move 10 steps

if on edge bounce

## Coordinates

