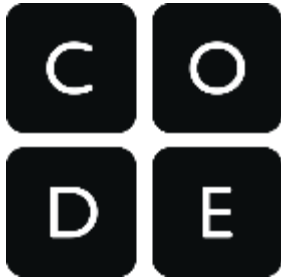




“Whatever you do, work at it with all your heart”

Colossians 3:23



Digital literacy
Coding - code.org

Year 6
Spring 1

Key Knowledge:

Know that:

By reading the code, I can predict what will happen when the pro- gram runs.

To make a change to a program or stop it, I use variables.

Algorithms can be used to program devices.

I need to change my password if it is shared, lost or stolen.

A value stored as a variable can change over time, like points in a game or a step counter.

A physical system (e.g. computer game) is controlled by a program.

Key Vocabulary:

Sprite - A graphic on the screen with a location, size and appearance.

User - Someone who uses something, including software and hardware.

Algorithm - A set of instructions

Program - A set of instructions that a computer can follow

Behaviour - An action that a sprite performs continuously until it's told to stop.

Debugging - Finding and fixing errors in programs.

Variable - A value that can change in a program

Input - What the user gives to the computer

