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| **Year 6 Autumn 2 – Coding** | | |
| **Key Images** | **Key Learning** | |
|  | * To use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding abstraction and decomposition to define the important aspects of the program. * To code, test and debug from these designs. * To use functions and tabs in 2Code to improve the quality of the code. * To code user interactivity using input functions. | |
| **Key Vocabulary** | **Key Questions** |
| * Action * Alert * Algorithm * Bug * Code Design * Command * Control * Debug/Debugging * Event * Function * If * If/Else * Input * Output * Object * Repeat * Sequence * Selection * Simulation * Tabs * Timer * Variable | **How can you use Tabs in 2Code Gorilla?**  Tabs are used to organise your code and make it more readable. This also makes it easier to debug. Give the Tabs useful names to help with this.  **What is a function in coding? Give an example that you have used in 2Code Gorilla.**  A **function** is a block of code that you can access when you need it, so you don’t have to rewrite the same block repeatedly. You **call** the function each time you want it. In a turtle program you could have a button that will make the turtle draw a square each time you click it. In the text adventure, there were functions for each room that were called when the user navigated to the room.  **In 2Code Gorilla, how can a program receive user input?**  When the user clicks on an object, when the user presses keys or swipes the screen with the mouse, the ‘Get Input’ and ‘Prompt for input’ commands.  On a touchscreen: when the screen is touched or swiped. |



Reference to