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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.
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| **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