

Coding - Digital Literacy Topic

Computing

What you should already know

- What an algorithm is and how to create one.
- To understand the collision detection event.
- To understand that algorithms follow a sequence.
- To understand and debug simple programs.

What you will learn by the end of this term

- To understand what a flowchart is and how flowcharts are used in computer programming.
- To understand that there are different types of timers and select the right type for purpose.
- To understand how to use the repeat command.
- To understand the importance of nesting.
- To design and create an interactive scene.

Key Resources



Key Vocabulary

Action
The way that objects change when programmed to do so. For example, move or change a property.

Alert
This is a type of output. It shows a pop-up of text on the screen.

Algorithm
A precise step by step set of instructions used to solve a problem or achieve an objective.

Background
In 2Code the background is an image in the design that does not change.

Bug
A problem in a computer program that stops it working the way it was designed.

Button
A type of object that responds to being clicked on.

Click Event
An event that is triggered when the user clicks on an object.

Code
Writing the code for a computer program.

Collision Detection Event
The event of two objects colliding.

Command
A single instruction in a computer program.

Debug/Debugging
Fixing code that has errors so that the code will run the way it was designed to.

Key Images



Open, close or share a file.



Save your work.



Design

Open design mode in 2Code.

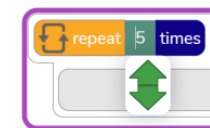


Exit Design

Switch to code mode in 2Code.



A timer code block.



Repeat block.