

Year 5 Coding

Key Vocabulary

Abstraction	A way of decluttering and removing unnecessary details to get a program functioning
Concatenation	The action of linking a mixture of strings, variable values and numbers together in a series.
Efficient	In coding, simplified code runs faster and uses less processing memory, it is said to be more efficient.
Action	The way that objects change when programmed to do so. For example, move.
Debug\ Debugging	Fixing code that has errors so that the code will run the way it was designed.
Flowchart	A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective.
Decomposition	A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.



Key learning

- To begin to simplify code
- To create a playable game.
- To understand what a simulation is
- To program a simulation using 2Code.
- To know what decomposition and abstraction are in computer science.
- To take a real-life situation, decompose it and think about the level of abstraction.
- To understand how to use friction in code. To begin to understand what a function is and how functions work in code.
- To understand what the different variables types are and how they are used differently.
- To understand how to create a string.
- To understand what concatenation is and how it works.

What is a function and how does it work in code?

What is a simulation?

Have you created a playable game? Tell me about it.

Are you a Milecastle Megamind?