

# Coding

<b>Action</b>	They can be used to move an object or change a property.
<b>Algorithm</b>	A precise step by step set of instructions used to solve a problem.
<b>Background</b>	It sets the scene for the story or game.
<b>Code</b>	Instructions written using symbols and words that can be interpreted by a computer.
<b>Command</b>	A single instruction in a computer program.
<b>Debug/Debugging</b>	Finding a problem in the code and fixing it.
<b>Event</b>	Something that causes a block of code to be run.
<b>Execute</b>	To run a computer program.
<b>Input</b>	Information going into the computer

<b>Key Vocabulary</b>	
<b>Instructions</b>	Detailed information about how something should be done.
<b>Object</b>	An element in a computer program that can be changed using actions or properties.
<b>Output</b>	Information that comes out of the computer e.g. sound
<b>Properties</b>	All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.
<b>Run</b>	To cause the instruction in a program to be carried out.
<b>Scale</b>	The size of an object in 2Code.
<b>Scene</b>	The background and objects together create a scene.
<b>Sound</b>	This is a type of output command that makes a noise.
<b>When Clicked</b>	An event command. It makes code run when you click on something (or press your finger on a touchscreen).

