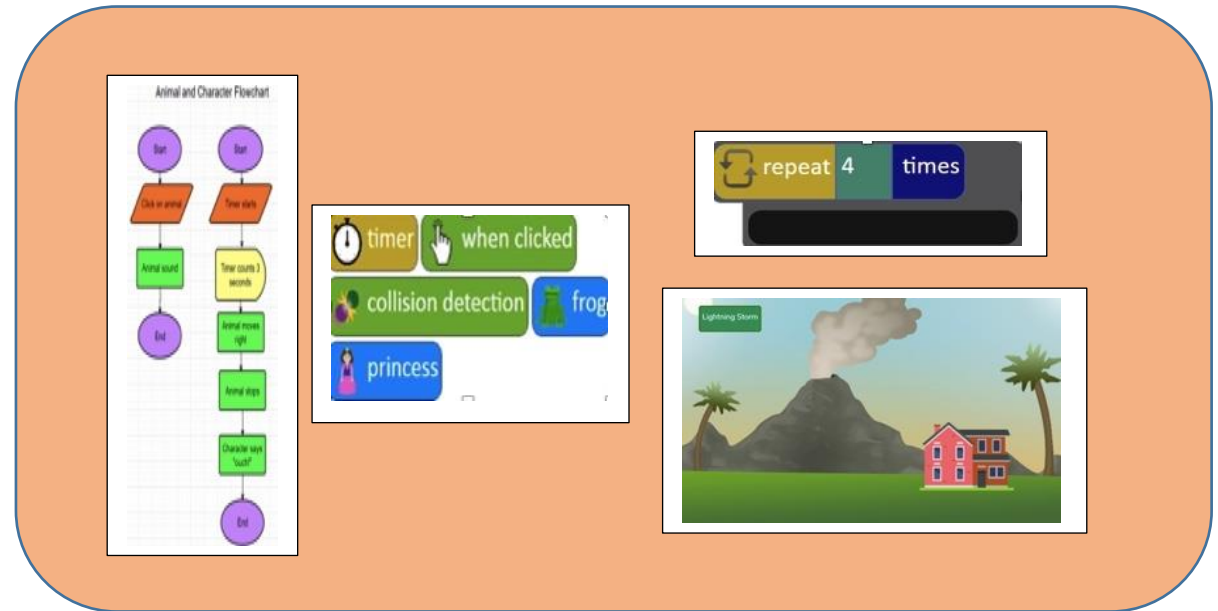


## Key Vocabulary

<b>Flowchart</b>	A diagram that uses specifically shaped, labelled boxes and arrows to represent an algorithm as a diagram.
<b>Timer</b>	To command to run a block of commands after a timed delay or at a regular interval.
<b>Repeat</b>	Used to make a block of commands run a set number of times.
<b>Code</b>	Write a set of instructions to make a computer program work.
<b>Test</b>	Run a code to check for errors (bugs).
<b>Debug</b>	Fix a problem to enable to program to work correctly.
<b>Design and make an interactive scene.</b>	Plan and create a computer program that makes a series of events happen.

**Are you a Milecastle Megamind?**

## Coding



The image displays several coding concepts:
 

- Animal and Character Flowchart:** A vertical flowchart with steps: Start, Click on animal, Time starts, Animal sounds, Timer counts 1 second, Animal moves right, Animal stops, Character says 'ho!', End.
- Code Blocks:** A 'timer' block with 'when clicked', a 'collision detection' block with 'princess' and 'frog' characters, and a 'repeat 4 times' block.
- Scene:** A 3D scene titled 'Lightning Storm' featuring a volcano, palm trees, and a house.

What is a flowchart and why are they useful to a computer programmer?

What is a procedure?

What are timer- after and timer - every commands?