

**Year 6**  
**Computing - Coding**

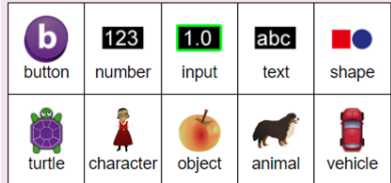
**Key Vocabulary**

Action	Types of commands, which are run on an object. They could be used to move an object or change a property.
Algorithm	A precise step by step set of instructions used to solve a problem or achieve an objective
Command	A single instruction in a computer program.
Debug/Debugging	Looking for any problems in the code, fixing and testing them.
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.
Event	Something that causes a block of code to be run.
Function	A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you simply 'call' the function each time you want it.
If/Else	A conditional command. This tests a statement. If the condition is true, then the commands inside the 'if block' will be run. If the condition is not met, then the commands inside the 'else block' are run.
Launch Command	A command that launches another program within the existing program
Procedure	A set of coded instructions that perform a certain task.
Run	To cause the instruction in a program to be carried out.
Variable	A named area in computer memory. A variable has a name and a value. The program can change this variable value.

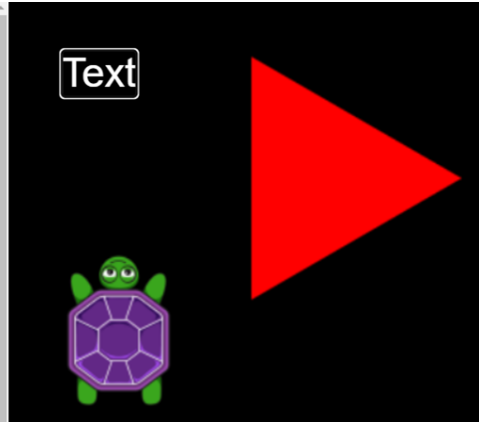
How can you use  
 Tabs in 2Code  
 Gorilla?

What is a function in  
 coding? Give an example  
 that you have used in  
 2Code Gorilla.

In 2Code Gorilla, how  
 can a program receive  
 user input?



Property	Value
type	text
name	myRichTestElement1
background	
border width	0
border colour	
...	26



**Key Learning**

- To design a playable game with a timer and a score.
- To plan and use selection and variables.
- To understand how the launch command works.
- To use functions and understand why they are useful.
- To understand how functions are created and called.
- To use flowcharts to create and debug code.
- To create a simulation of a room in which devices can be controlled.
- To understand how user input can be used in a program.
- To understand how 2Code can be used to make a text-adventure game

