



**What should I already know?**

- I can represent a program design and algorithm.
- I can create a program that simulates a physical system using decomposition.
- I can explore string and text variable types so that the most appropriate can be used in programs.
- I can use the Launch command in 2Code Gorilla
- To program a playable game with timers and scorepad.

**What will I know at the end of the unit?**

- I will be able to use the program design process, including flowcharts, to develop algorithms for more complex programs using and understanding of abstraction and decomposition to define the important aspects of the program.
- I will be able to code, test and debug from these designs.
- I will be able to use functions and tabs in 2Code to improve the quality of the code.
- I will be able to code user interactivity using input functions.

**Progression through unit/  
Key images**

**Important people**

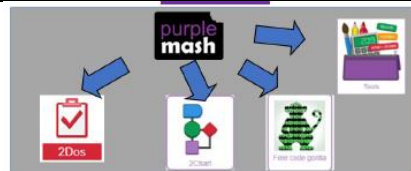


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**Key Resources**



**Cross curricular links.**

NA

**Key Vocabulary**

action	Types of commands, which are run on an object. They could be used to move an object 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. Flowchart
bug	A problem in a computer program that stops it working the way it was designed.
code design	Design what a program will look like and what it will do.
command	A single instruction in a computer program.
event	Something that causes a block of code to be run.
function	A type of procedure or routine.
input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
output	Information that comes out of the computer e.g. sound.
sequence	This is when a computer program runs commands in order. In 2Code this can also include "repeat" or a timer.
repeat	This command can be used to make a block of commands run a set number
selection	This is a conditional/decision command. When selection is used, a program will choose a different outcome depending on a condition.
timer	Use this command to run a block of commands after a timed delay or at regular intervals.
variable	A named area in computer memory. A variable has a name