

Programming

Learning

- To program an animation that executes a sequence of statements
- To understand that computer programs containing graphics use x y coordinates and turns are measured in degrees
- To program a sequence of instructions that create visual effects
- To import, create and record sounds
- To understand that algorithms and programs can involve repetition
- To predict the outcome of a simple algorithm
- To combine images, sounds and movement to create a personal animation

Key Vocabulary

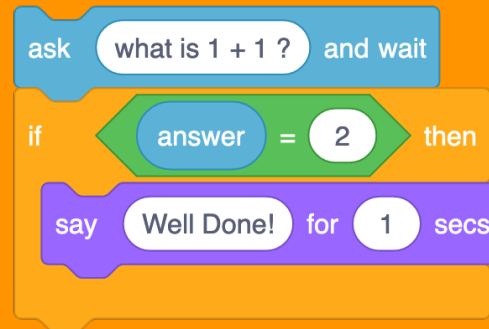
Program	An algorithm that has been written in a language (coded) that a computer can understand
Sequence	A particular order to follow
Selection	A programming statement that executes a block of code 'if' something is true
Repeat	The action of doing something over and over again
Coordinates	Position of point on the screen
x-y axis	Reference lines for coordinates
Import	Add something (e.g. a picture or sound) from a file or online
Test	Run a program to see if it does what you expect it to do
Debug	Finding and fixing problems with an algorithm or a program

Programming

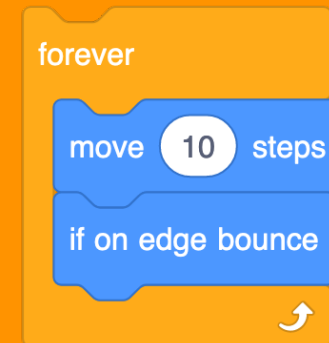
Sequence



Selection



Repetition



Coordinates

