

iProgram

Learning

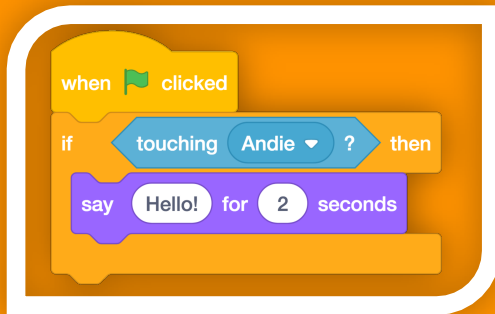
- ✎ To program a computer game by sequencing conditional statements
- ✎ To use variables in programs
- ✎ To use procedures in programs
- ✎ To understand that the behaviour of a computer program should be planned
- ✎ To understand that programs are developed according to a plan
- ✎ To develop strategies for testing and debugging computer programs

Key Vocabulary

Sequence	A particular order to follow
Selection	Programming statements that only run under certain conditions (e.g. WHEN, IF, WHILE and UNTIL)
Condition	Something that is true or false
Repeat	The action of doing something over and over again
Boolean	A value that can only be true or false
Variable	Names given to things we want a computer to store (remember)
Procedure	A piece of code that can be used more than once
Test	Systematically execute a program in all possible ways to see if it does what you expect it to
Debug	Correct errors in programs

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Conditions



Variables



Procedures

