

# Year 5 Coding Knowledge Organiser



To use selection in coding with the 'if/else' command. To understand and use variables in 2Code. To use flowcharts for design of algorithms including selection. To use the 'repeat until' with variables to determine the repeat. To learn about and use computational thinking terms; decomposition and abstraction.

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. To code, test and debug from these designs. To use functions and tabs in 2Code to improve the quality of the code. To code user interactivity using input functions.

## Star 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.
- Bug** - A problem in a computer program that stops it working the way it was designed.
- Code Design** - Design what your program will look like and what it will do.
- Command** - A single instruction in a computer program.
- Control** - These commands determine whether parts of the program will run, how often and sometimes, when.
- Debug/Debugging** - Looking for any problems in the code, fixing and testing them.  
- Used to create the look of a 2Code computer program when it is run.
- Event** - Something that causes a block of code to be run.

## Key Learning

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

## Key Resources



## Key Images



To represent a program design and algorithm

To explore string and text variable types

To program a playable game with timers and scorepad

To create a program that simulates a physical system

To use the Launch command in 2Code Gorilla