

Year 6

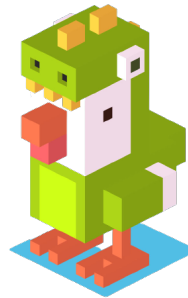
Crossy Roads

HOPSCOTCH


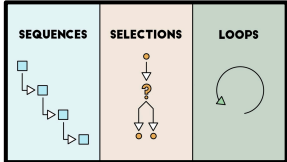


Key Vocabulary

	Code	Blocks of instructions that computers understand.
	Loop	A sequence of instructions that is repeated.
	Decomposition	Breaking down a complex problem into smaller parts.
	Variable	Something that is able to be changed.
	Command	An instruction telling a computer to do one thing.
	Event	When something happens.
	Sequence	A list of instructions in order.
	Range	The lowest and highest numbers that a computer can choose from.
	Random	The lack of a pattern.



What I need to know:

- Computer programs are made using the language called code.
- When a programming problem is too big we must break it down into smaller parts. 
- Code is decomposed into smaller parts so that when a problem appears we only have to fix one part of the code.
- A game uses different types of coding like commands, loops, sequences and events. 
- A good game has good playability; a bad game does not.
- A score is an example of a variable because it can change when a player gains or loses a point. 