

Y4 Computing N2K – Programming B – Repetition in Games

Summer 1

Concepts

Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Computer Science

Understand what algorithms are, how they are implemented as programmes on digital devices and that programmes execute by following precise instructions. Design, write and debug programmes to accomplish specific goals.

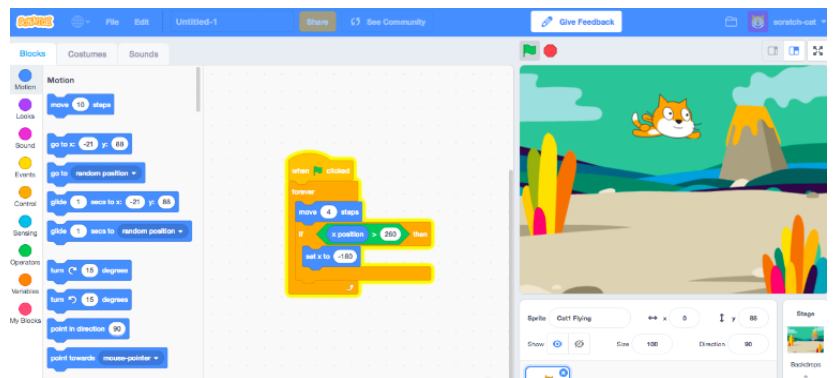
Key Skills

- modify a snippet of code to create a given outcome
- predict the outcome of a snippet of code
- modify loops to produce a given outcome
- choose which action will be repeated for each object
- explain the effect of my changes

Enquiry Questions

What is the difference between an 'infinite loop' and 'controlled loop'?

What is repetition in programming?



Key Vocabulary

Algorithm- A precise set of ordered steps that can be followed by a human or a computer to achieve a task.

Code - The commands that a computer can run.

Command - A single instruction that can be used in a program to control a computer.

Debugging - The process of finding and correcting errors in a program.

Program - A set of ordered commands that can be run by a computer to complete a task.

Run (execute) - To action the commands in a program.

Decompose - To break down a task into smaller, more achievable steps.

Loop (condition-controlled) - A command that repeatedly runs a defined section of code until a condition is met.

Loop (count-controlled) - A command that repeatedly runs a defined section of code a predefined number of times.