GGA- Spring Computing Knowledge Organiser for Year Three Coding 3.1

Vocabulary

Collision Detection Event	The event of two objects colliding.
Click Event	An event that is triggered when the user clicks on an object
Implement	When a design is turned into a program using coding.
Interval	In a timer, this is the length of time between the timer code running and the next time it runs e.g. every 1 second.
Nesting	When coding commands are put inside other commands. These commands only run when the outer command runs.
Properties	These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.
Turtle Object	A type of object in 2Code that moves by coding angles of rotation and distance to move.

Why are we learning this?

To be able to improve our problem solving skills

Why is this important?

It is a way for us to think strategically

Skills that I am going to learn.

Know how to use the repeat command

I can make a block of code repeat for a set number of times

Know that there are different types of timers and select the right type for purpose.

I can identify different timers and select the best one for my scene

Know how to design and create an interactive scene

I can make my scene interactive using timers and command codes

Key Questions

Why is it useful to use a flowchart to design a computer program?

What does repeat mean in computer programming?

What is the difference between 'timer after' and 'timer every'?

Key Resources

Open, close or share a file.

Switch to code mode in 2Code.

Save your work.

Open design mode in 2Code.

A timer code block.

Repeat block.