

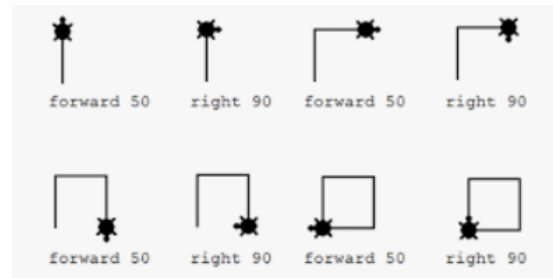
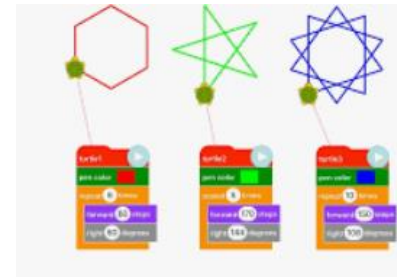
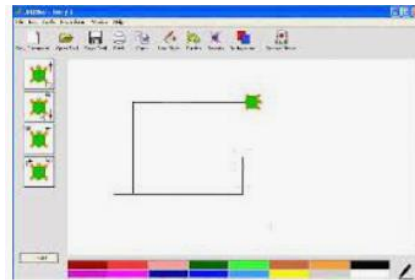


Lacock Primary School – Year 2/3/4 Beech Class. Programming A – repetition in shapes (Computing)



Important Vocabulary

| | |
|-----------------------|---|
| program | The entire solution to the task and an implementation of the algorithm as code |
| Turtle | |
| commands | To order or instruct, to lead and control |
| Code snippet | A set of instructions to communicate with computers |
| Algorithm | A completely, determined and finite procedure for solving a problem |
| Design | To make or draw plans for the structure. To plan for a certain goal or purpose |
| Debug | The process of finding and correcting errors in your code |
| Pattern | An arrangement of shapes, lines, letters, numbers or colours that can be repeated or used again |
| repetition | The act or process of repeating |
| Count-controlled loop | Is used when a number of iterations (repetition of a process) to occur is already known |
| decompose | Break something down into smaller parts |
| Procedure | A named code snippet that can be run multiple times |



Key Skills

- To identify that accuracy in programming is important
- To create a program in a text-based language
- To explain what 'repeat' means
- To modify a count-controlled loop to produce a given outcome
- To decompose a task into small steps.
- To create a program that uses count-controlled loops to produce a given outcome

What I should already know:

Programming A – Moving a robot (Year 1)
 Programming A – Robot algorithms (Year 2)
 Programming A – sequencing sounds (Year 3)



This learning will help me in the future when I learn:

Programming A – selection in physical computing (year 5)
 Programming A – variables in games (Year 6)

