

What should I already know?

- What an algorithm is and how to debug one.
- How the order of instructions affects the result.
- How to follow and create simple instructions on a device.

Key Knowledge

To use code to make a computer program.

To understand what objects and actions are.

To understand what events are.

To use events to control objects.

To begin to understand how code executes when a program is run.

Key Vocabulary and definitions

Command	A single instruction in a computer program.
Run	To cause the instruction in a program to be carried out.
Event	Something that causes a block of code to be run.
Object	An element in a computer program that can be changed using actions or properties.
Execute	To run a computer program.
Code	Instructions written using symbols and words that can be interpreted by a computer.
Debug/debugging	Finding a problem in the code and fixing it.
Action	Types of commands which are run on an object. They could be used to move an object or change a property.
When clicked	An event command. It makes code run when you click on something or press your finger on the touchscreen.

Key Questions

What is coding?

Writing instructions in a way that a computer can interpret them to make a program.

Why is it useful to design before coding?

It helps you to get a clear idea of what you want your program to do. You can use the design to decide which objects you need to add, what to call them and what actions they should perform.

How can you make characters move in a 2Code program?

In design mode, add a character. Change properties such as the name and scale. Exit from design mode and drag your character's code block into the coding window. From the properties menu, select right, left, up or down.

Key Resources

