Keyingham Graduate Award – Computing – Year 1 – Autumn 1: Algorithms and Programs (Coding)

Element 1 – Closed test on Algorithms and Programs (Coding)

What is coding?

Coding means writing instructions onto a computer that create/make a program. This could mean anything from making a character move left and right on a screen, to make vehicles turn around and go slower or faster.
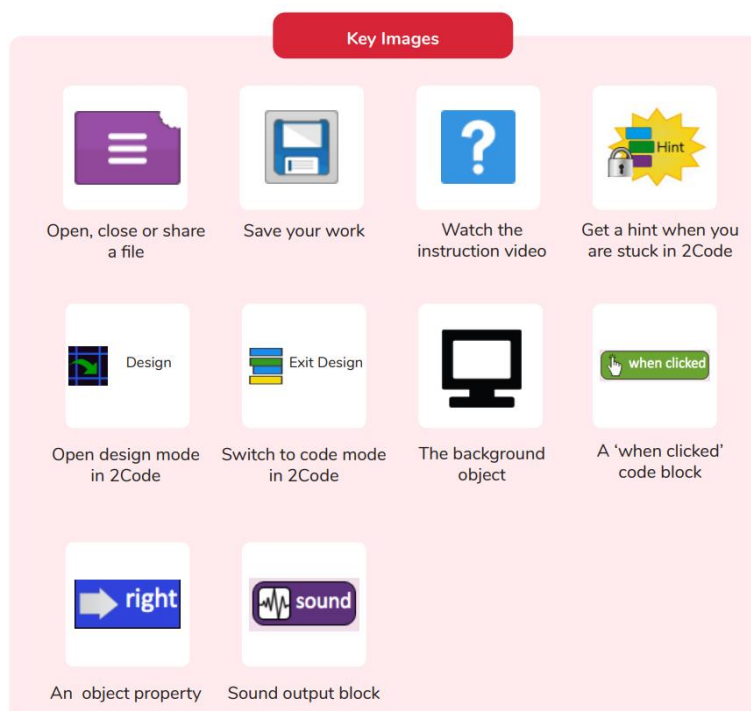
Think of it like someone giving you instructions on how to make a jam sandwich or how to brush your teeth – if you do not follow the instructions, properly it would not work very well.

What KEY VOCABULARY do we use in coding?

In Year 1, you will use these key vocabulary terms below:

- Action – Types of commands which are run on an object. They could be used to move an object or change a property (the size or colour of an object would be an example of this).
- Command – A single instruction in a computer program.
- Input – Information going into the computer e.g. when you click or move the mouse, or use the keyboard.
- Object – A part of the computer program that can be changed using actions or properties.
- Program – This is several commands that run together for a purpose.

Key Images you will see when you code on Purple Mash:

Questions:

1. **What is coding?**
2. **Why do you need to put instructions in carefully when you are creating a program/coding?**
3. **What does 'command' mean when you are coding?**

Can you write down what these images mean on Purple Mash?

Design

Element 2:

Can you use one of the 'Free Code' options on Purple Mash, complete it and save it/hand it in for your teacher to check?

Free Code:

Free code scenes