

# CODING VOCABULARY

## YEARS 1 AND 2

### Action

The way that objects change when programmed to do so. For example, move.

### Instruction

Detailed information about how something should be done or operated.

### Properties

These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.

### Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

### Object

Items in a program that can be given instructions to move or change in some way (action).

### Debug

Fixing code that has errors so that the code will run the way it was designed.

### Command

A single instruction in 2code

### Run

This is what you do when you click the Play button in 2Code: The program runs.

### Programmer

A person who writes computer programs. Sometimes called a coder.

### Execute

This is the proper word for when you run the code. We say, 'the program (or code) executes'

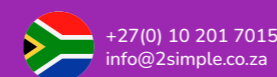
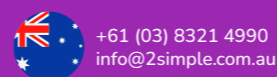
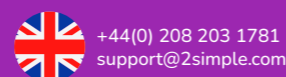
### Output

Information that comes out of the computer e.g. sound that comes out of the speakers.

### Implement

When a design is turned into a program using coding.

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# CODING VOCABULARY

## YEARS 3 AND 4

### Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

### Debug

Fixing code that has errors so that the code will run the way it was designed.

### Repeat

This command can be used to make a block of commands run a set number of times or forever.

### Object

Items in a program that can be given instructions to move or change in some way (action). In 2Code Gibbon, these include character, turtle, button, vehicle, animal, food, shape, number, input and label.

### Command

This command can be used to make a block of commands run a set number of times or forever.

### Selection

Selection is a decision command. When selection is used, a program will choose which bit of code to run depending on a condition.

### Execute

Clicking the Play button to make the computer respond to the code. Execute is the technical word for when you run the code.

### Sequence

This is when a computer program runs commands in order.

### Event

An occurrence that causes a block of code to be run. The event could be the result of user action such as the user pressing a key (when Key) or clicking or swiping the screen (when Clicked, when Swiped). In 2Code, the event commands are used to create blocks of code that are run when events happen.

### Input

Information going into the computer. This could be the user moving or clicking the mouse, or the user entering characters on the keyboard. On tablets there are other forms such as finger swipes, touch gestures and tilting the device.

### Variable

A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

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# CODING VOCABULARY

## YEARS 5 AND 6

### Abstraction

Abstraction is a way of de-cluttering and removing unnecessary details to get a program functioning.

### Concatenation

The action of linking a mixture of strings, variable values and numbers together in a series.

### Decomposition

A method of breaking down a task into manageable components. This makes coding easier as the components can then be coded separately and then brought back together in the program.

### Function

A block or sequence of code that you can access when you need it, so you don't have to rewrite the code repeatedly. Instead, you simply call the function each time you want it

### Properties

These determine the look and size of an object. Each object has properties such as the image, scale and position of the object.

### Simulation

A model that represents a real or imaginary situation. Simulations can be used to explore options and to test predictions.

### String

Text or a combination of text characters and numbers: A sequence of characters, which could form words, phrases or even whole sentences.

### Execute

Clicking the Play button to make the computer respond to the code. Execute is the technical word for when you run the code.

### Nesting

When coding commands are put inside other commands. These commands only run when the outer command runs.

### Sequence

This is when a computer program runs commands in order.

### Variable

A named area in computer memory. A variable has a name and a value. The program can change this variable value. Variables are used in programming to keep track of things that can change while a program is running.

### Repetition

This command can be used to make a block of commands run a set number of times or forever.