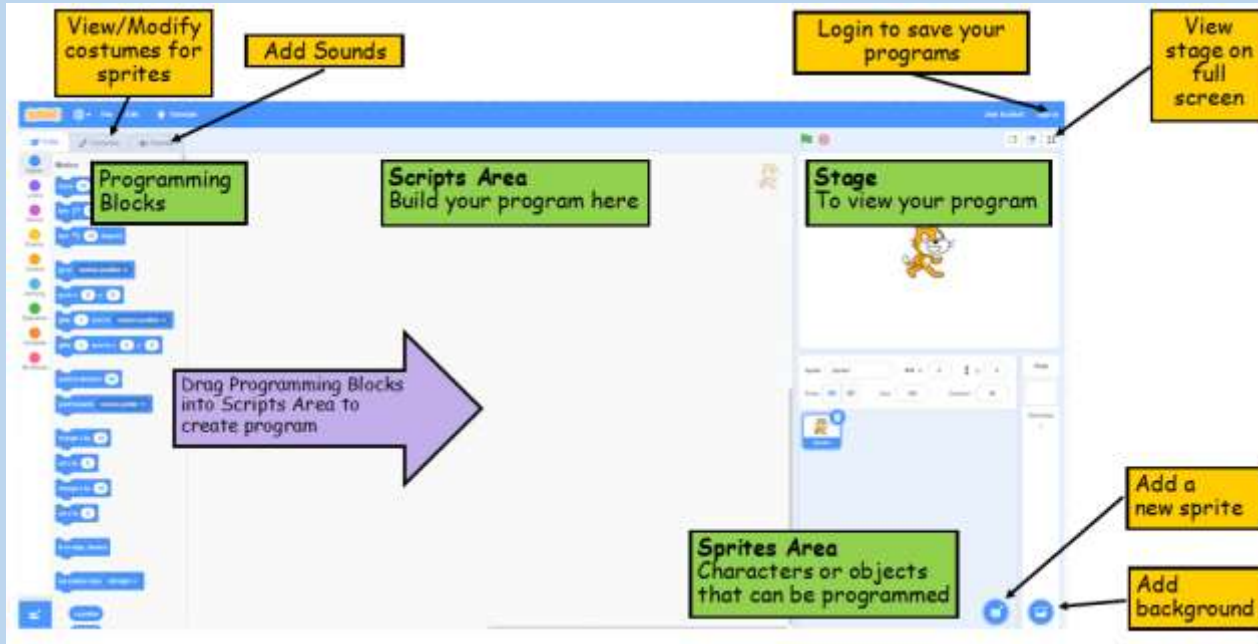
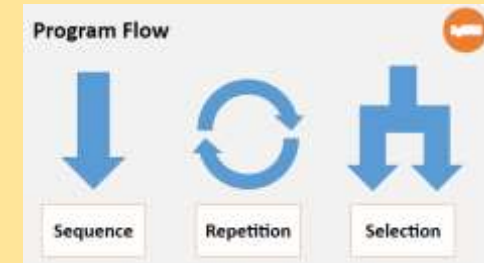


Knowledge

Vocabulary



Flow - how a program progresses once it is left to run. Programs can flow in different ways depending upon how they are coded.



Sensing - when a computer is programmed to do a specific action once it notices something happening (in this case, if a sprite touches red, blue or green).

```

when green flag clicked
  switch costume to orangecrab
  forever loop
    if touching color red? then
      switch costume to redcrab
    if touching color blue? then
      switch costume to bluecrab
    if touching color green? then
      switch costume to greencrab
  
```

Recall: Can you remember what these words mean?

Program
algorithm
computer
sequence
instructions

commands
sprite
to debug

forwards
backwards
left turn
right turn

input
event
code

co-ordinates
infinite loop
decomposition

Variable - A piece of data (e.g. number or word) stored on a computer, that can change during a program depending on what happens.