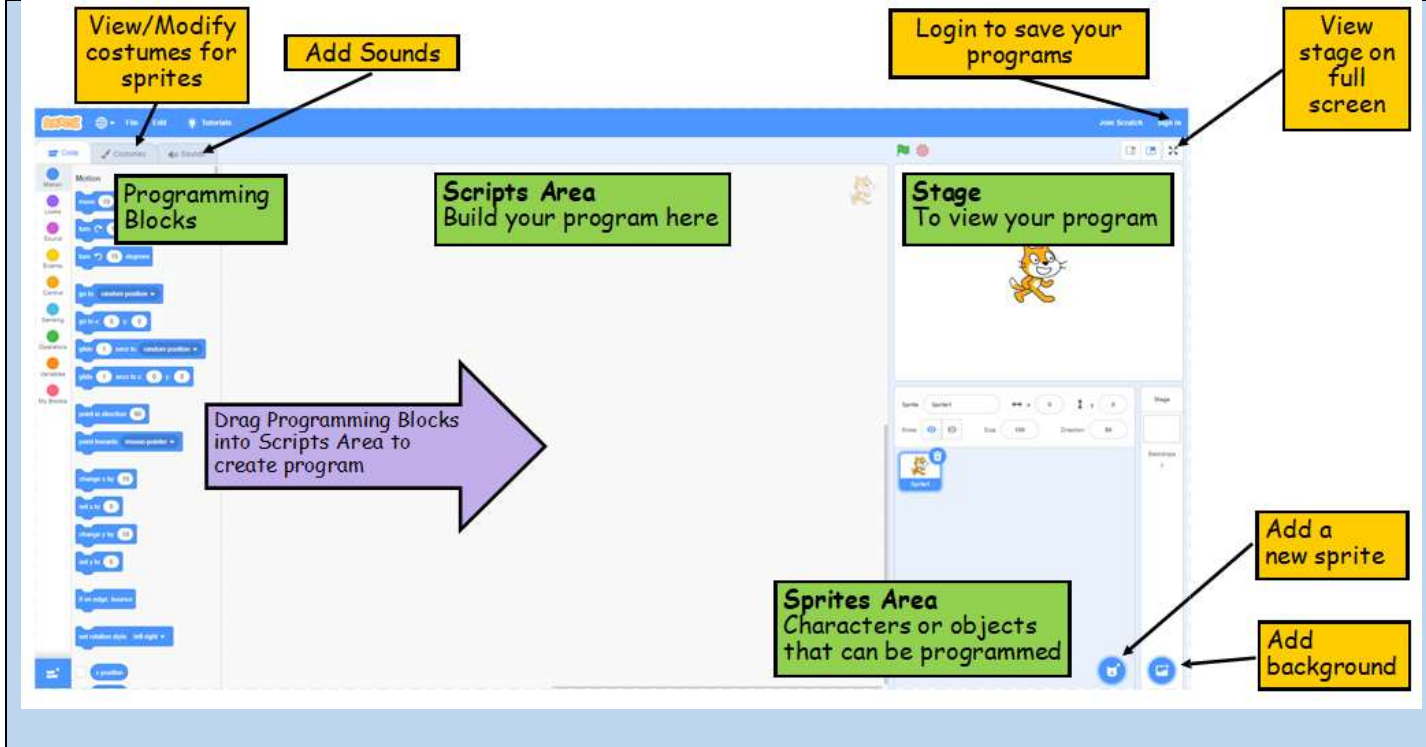


Knowledge

Vocabulary



Operator

<	Less than
>	More than
=	Equal to

These can be used with variables to specify a condition when something happens. For example: at end of game if $lives < 3$, say "you win, but you can do better!"

Set command - this sets the value - it doesn't matter what it was before, it is now this value

Change command - this changes the current value by the amount stated - plus or minus!

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
flow
sensing
variable