

iProgram

Learning

- To understand that computer programs containing graphics use x y coordinates and turns are measured in degrees
- To use conditional (if) statements
- To understand that some variables can only be true or false (boolean)
- To understand that programs can do different things if the value of a boolean variable is true or false (conditional statements)
- To use variables in programs

Key Vocabulary

Sequence	A particular order to follow
Selection	Programming statements that only run under certain conditions (e.g. WHEN, IF, WHILE and UNTIL)
Condition	Something that is true or false
Repeat	The action of doing something over and over again
Boolean	A value that can only be true or false
Variable	Names given to things we want a computer to store (remember)
Coordinates	Position of point on the screen
x-y axis	Reference lines for coordinates

iProgram

Selection

```

when clicked
if touching Andie ? then
say Hello! for 2 seconds
  
```

Variables

```

when clicked
set lives to 10
forever
glide 1 secs to mouse-pointer
if touching color purple ? then
change lives by -1
if lives = 0 then
say GAME OVER!
stop all
  
```

Reduce the lives variable by one

Repetition

```

forever
if touching color red ? then
say ouch! for 0.5 seconds
  
```

Coordinates

