



ALGORITHM



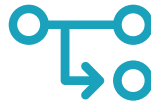
BRANCHING



BUG



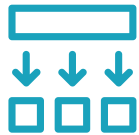
COMMAND



CONDITIONALS



DEBUGGING



DECOMPOSITION



EVENT



LOOP



PROGRAM



SEQUENCE



VARIABLE

A list or set of instructions given to a computer to do a task. For example, following a recipe on how to bake a cake.



Checking conditions by making a decision that depends on what is happening or what has happened.

For example, before getting ready to go outside you check the weather.



Stops a program from running its code properly. For example, if you saw a bug in your soup you would stop eating it until it is safely removed.



A specific instruction given to a computer to perform a specific task. For example, if you told a dog to sit and they sat down.



If something is true then it will be followed by an action and if it is false then it will be followed by a different action. For example, if it is raining outside you would choose to bring an umbrella but if it is sunny you would take your sunglasses.



Finding then fixing a problem in a code, algorithm or program. For example, removing a bug that flew into your soup so you can eat the soup.



Breaking down problems into smaller steps to make it easier. For example, to brush your teeth you first need a toothbrush and toothpaste. Next, you need a sink with running water. Next, you need to put toothpaste onto your toothbrush. Next...



An action code that causes something to happen. For example, when I say GO you will run as fast as you can across the yard.



An action in a code that causes the code to repeat over and over. For example, instead of telling someone to cut a piece of cake, then cut another piece, then cut another piece, you could say, cut enough cake for three people.



The art of creating an algorithm that a computer can follow to do something. For example, creating step-by-step rules to play a game you created so others can play it.



Completing a task in a specific order. For example, when baking a cake you can't put it in the oven until all the ingredients are added and stirred.



A temporary piece of information that can change in a code. For example, a variable is something that can change in a game like the score. If you shoot a soccer ball into the next, then you will get a point.

