#### Year 4

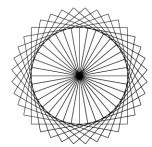


### Knowledge Organiser: Computing

# Programming A-Repetition in Shapes

### In Year 3, you learnt:

- an object (sprite) can be controlled by commands
- a program can be started in a variety of ways
- motion and sound can be combined in one sequence



Key Vocabulary				
program	debug	count- controlled loop		
turtle	design	value		
commands	pattern	trace		
code snippet	repeat	decompose		
algorithm	repetition			

- Decompose break something down into smaller parts
- Procedure a named code snippet that can be run multiple times
- Program the entire solution to the task, and an implementation of

1	a result of happen because _			
The	turtle has drawn a	turtle has drawn a line like this because		
In conclusion, I wou	In conclusion, I would say that		to the fact that	·
This letter is harder	to draw because		·	
In my opinion this is	s not an effective algorithm b	ecause		
As a result of using	the 'repeat' function the algo	orithm can be v	vritten	·
Based on	I predict that	· (	0 0	⇗

## Key Facts

- accuracy is important in programming
- a code snippet is a chunk of commands
- debugging is the process of finding and correcting errors in your code·
- mistakes can be made when using Logo to draw letters: syntax errors (misspelling a command or choosing the wrong command left instead of right)
- loops can be repeated indefinitely, or a set number of times the latter are called 'count-controlled loops'