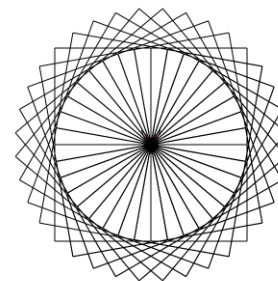


## Knowledge Organiser: Computing

### Programming A – Repetition in Shapes

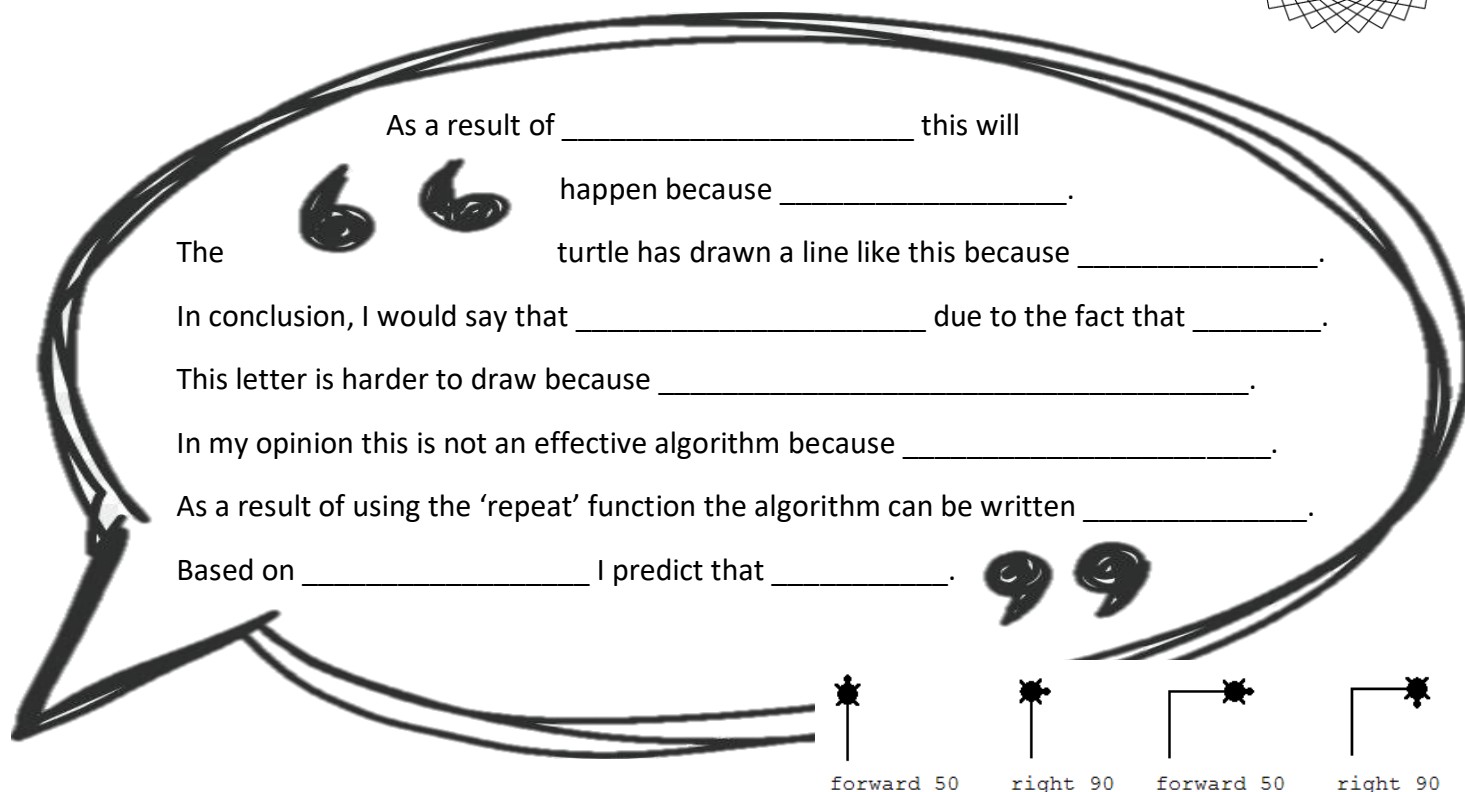
In Year 3, you learnt:

- 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



#### 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'