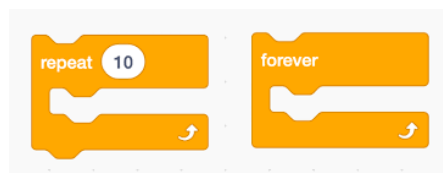


In Year 3, you learnt:

- initialisation is the process of setting starting values (variables) for a program, so that the program starts in the same way each time
- a bug is an error in the design or the coding of the program
- debugging is finding and fixing an error in the design or the coding of the program



Key Vocabulary		
scratch	repeat	repetition
programming	value	animate
sprite	forever	costume
blocks	infinite loop	event block
code	count-controlled loop	duplicate
loop	costume	modify



The outcome will be _____ due to _____.

The program's written in Scratch and logo are similar because _____.

Having looked at the Scratch code snippet a _____ shape will be drawn.

In conclusion, I would say that infinite/controlled loops are best used because _____.

This code will never run because _____.

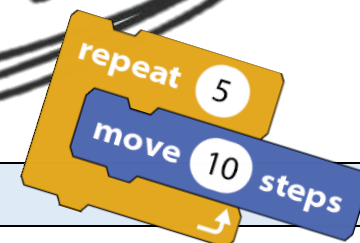
One difference between the two sprites is _____.

I copied code between sprites by _____.

I agree there is repetition in the game. The type of

repetition is _____

because _____.



Key Facts

- *repetition - where actions or commands in programming are repeated*
- *repeating commands can also be referred to as a 'loop'. Loops can be repeated indefinitely, or for a set number of times*
- *'count-controlled loops' are loops that are repeated for a set number of times*
- *Initialisation is the process of setting starting values (variables) for a program, so that the program starts in the same way each time*
- *costumes are alternative appearances of a sprite, which can be named, edited, created, and deleted*