



Knowledge Organisers - Block Coding

Block Coding

Block Coding is a way of programming where computer commands are grouped together in blocks. The blocks can be dragged and dropped into place to create a computer program.

Your blocks

Object and command blocks **are used together to instruct the computer what should happen** and are placed within event blocks.

Event blocks tell the computer **when things should happen**.

A **start event** will trigger an action as soon as you run the program.

A **click event** will trigger an action when the object is clicked on.

Object Command

This code will move the object to the right.

Block Code - Code blocks colour key.

INPUT

MOTION

CONTROL

Vocabulary

Action - Something that an object does - such as move or hide.

Algorithm - The set of steps to solve a problem.

Debug - Correcting mistakes in computer code.

Event - Something that can happen when a program is running, such as a mouse being clicked or a key being pressed.

Execute - To make a program follow its instructions.

Input - An action such as clicking on a button on a screen using a mouse.

Program - A set of instructions in a programming language or code that tells a computer what to do.

Object - Something on screen - picture, button or piece of text.

Run - To make a programme to follow its instructions.