

Count-

controlled

Conditioncontrolled

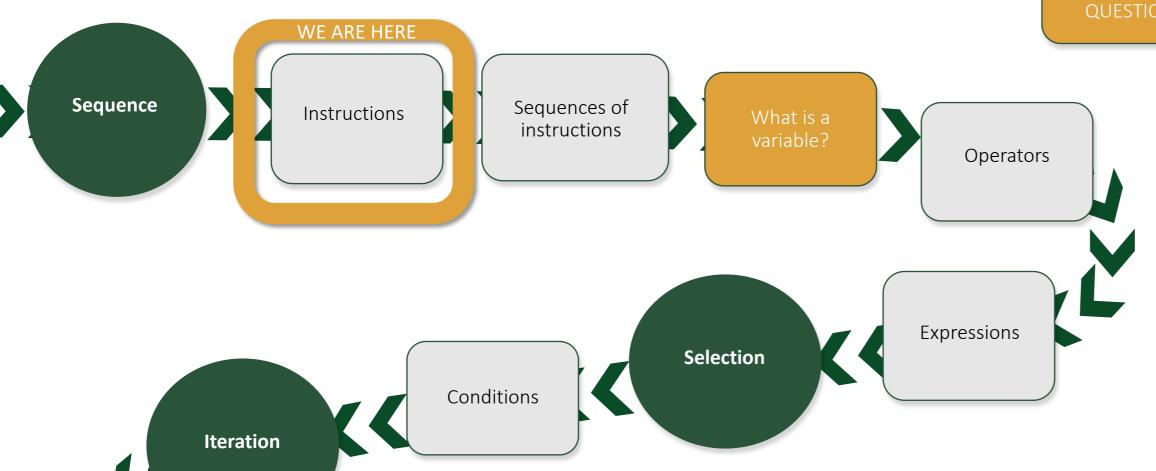
iteration

iteration

LEARNING JOURNEY COMPUTING

INTRODUCTION TO PROGRAMMING

GOLDEN THREAD QUESTION



Decomposition

Subroutines

Lists

This unit is the first programming unit of KS3. The aim of this unit and the following unit ('programming 2') is to build your confidence and knowledge of the key programming constructs. Importantly, this unit does not assume any previous programming experience, but it does offer you the opportunity to expand on your knowledge throughout the unit. The main programming concepts covered in this unit are sequencing, variables, selection, and countcontrolled iteration. All of the examples and activities for this unit use Scratch 3.

TUDOR HABITS

You will develop computational thinking skills as you work through this unit.

VOCABULARY

Algorithm, program, data, input, process, output, variable, operator, sequence, selection, iteration, debugging, Boolean, subroutine