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| **Key Vocabulary** |

Variable: something that can be changed or adapted

Change: adapting something to make it different

Name: what something is called

Value: what something is worth

Set: to put something in a position

Design: a plan or drawing produced to show the look and function of something before it is made

Event: a thing that happens or takes place, especially one of importance

Algorithm: a set of rules or instructions

Code: program instructions

Task: something that needs to be carried out

Artwork: drawings photos or other non-written materials

Programme: A series of coded instructions to control a machine such as a computer

Project: a collaborative piece of work that has a mutual aim

Test: to make sure something works properly

Debug: to remove anything that does not work in an algorithm

Improve: to make something better

Evaluate: to say how good or bad something is

Programming – variables in games