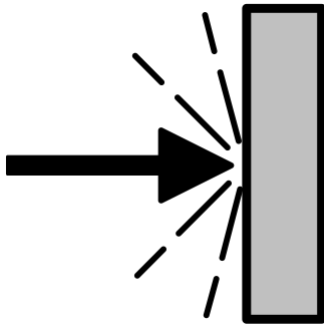


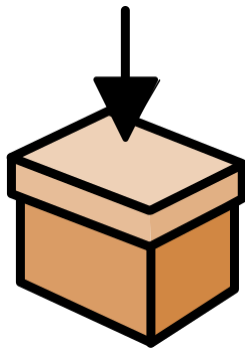
Year 4 Coding Vocabulary



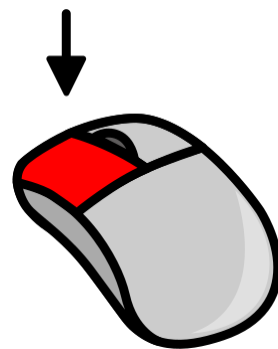
hit event



code



object



click



start event



click event

Year 4 Coding Vocabulary



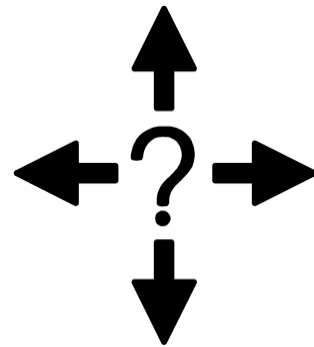
run



action



execute



direction



key press



clockwise

Autumn Term

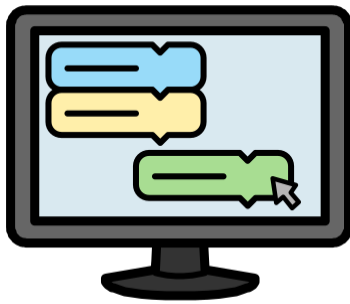
Year 4 Coding Vocabulary



anti-clockwise



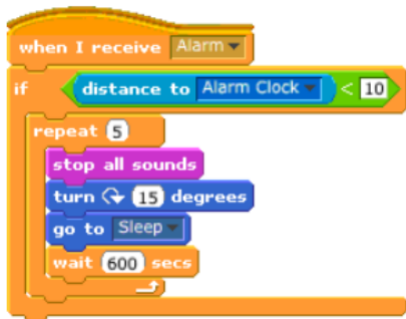
button



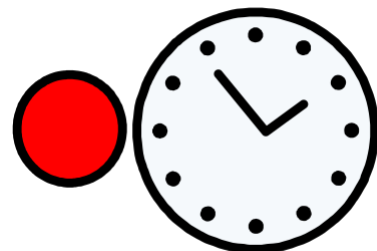
program



control



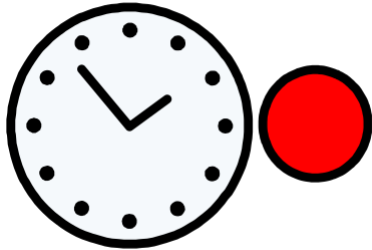
algorithm



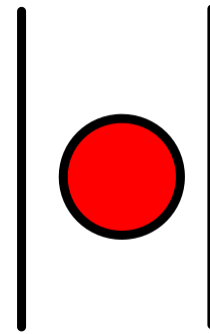
before

Autumn Term

Year 4 Coding Vocabulary



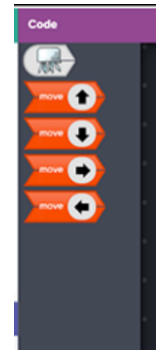
after



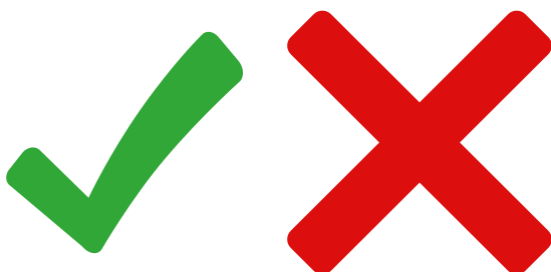
between

2·4·6·8

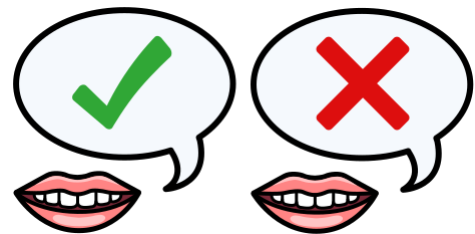
sequence



walls



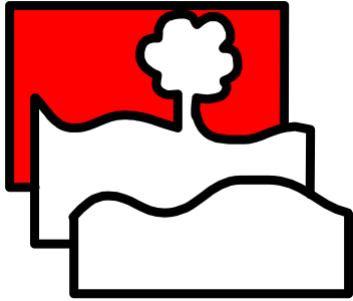
condition



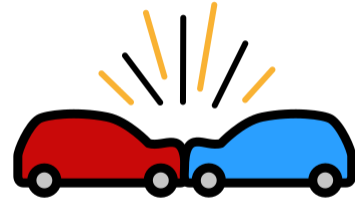
conditional
statement

Autumn Term

Year 4 Coding Vocabulary



background



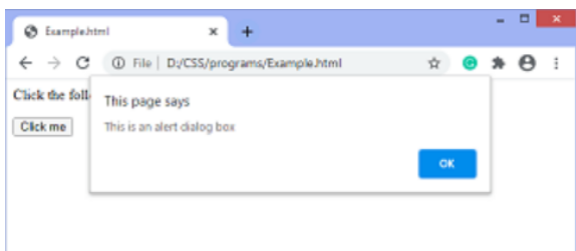
collide



variable



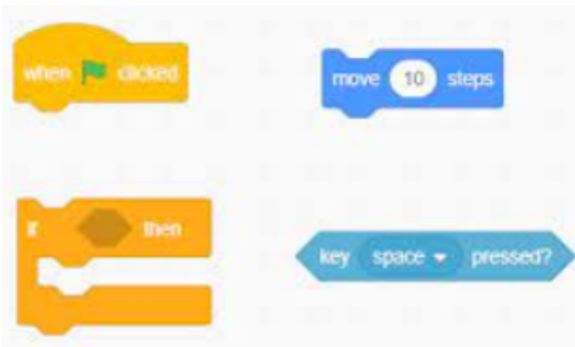
time



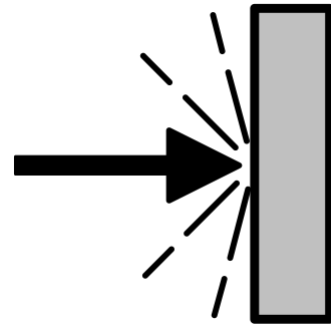
alert

Autumn Term

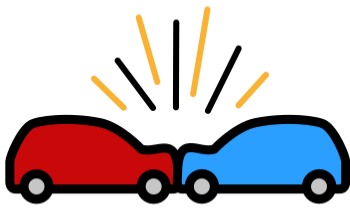
Year 4 Coding Vocabulary



execute



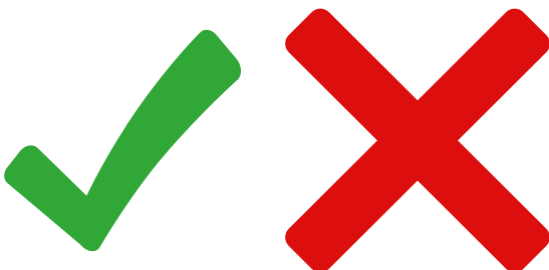
hit event



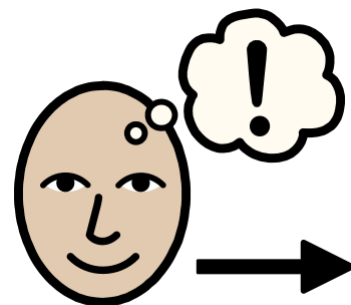
collide



button



condition



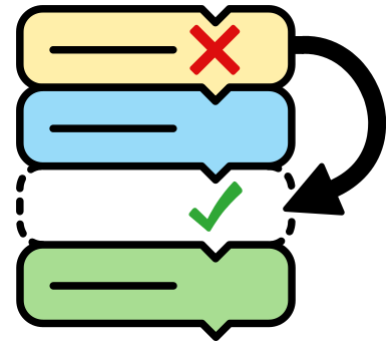
predict

Spring Term

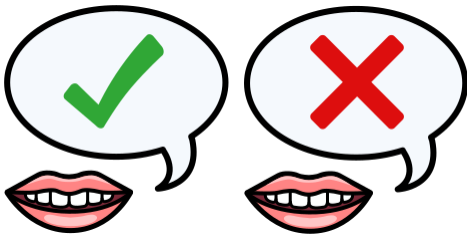
Year 4 Coding Vocabulary



bug



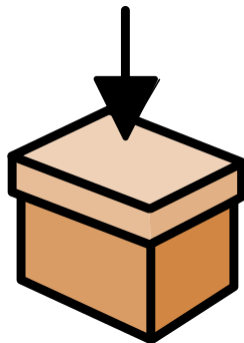
debug



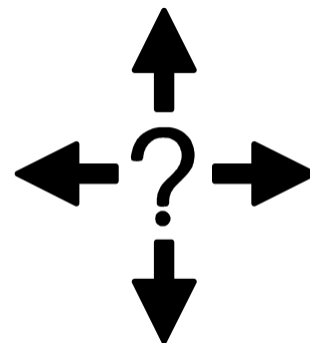
conditional
statement



action



object



direction

Spring Term


Year 4 Coding Vocabulary



The image shows the Scratch 'Variables' panel. It has tabs for 'Code', 'Costumes', and 'Sounds'. Under 'Variables', there is a 'Make a Variable' button and a variable named 'my variable' with a green border. Below it is a 'set my variable to 0' block.

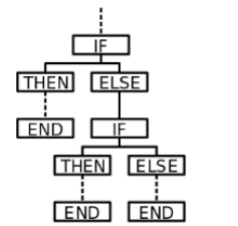
variable

```
1 console.log(timesTwo(10));  
2 console.log(timesTwo(20));  
3 console.log(timesTwo(1000));  
4  
5 function timesTwo(input){  
6   var output = input * 2;  
7   return output;  
8 }
```



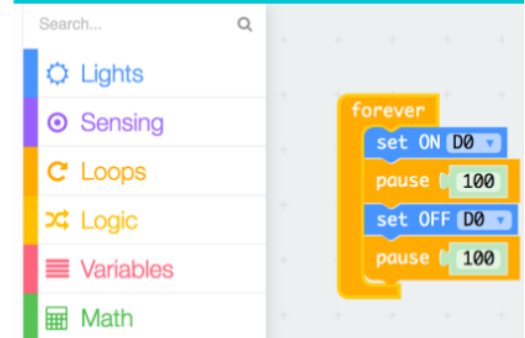
20
40
2000

value



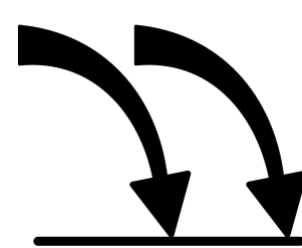
```
graph TD  
  A[IF] --> B[THEN] --> C[END]  
  A --> D[ELSE] --> E[IF] --> F[THEN] --> G[END] --> H[ELSE] --> I[END]
```

conditional
event

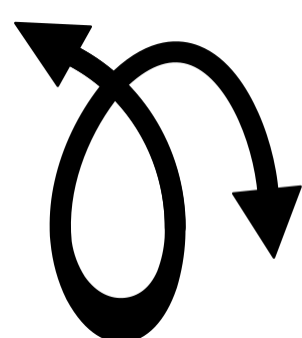


The image shows a Scratch 'set' block within a 'forever' loop. The block is 'set ON D0' with a 'pause 100' block below it. The 'forever' loop also contains another 'set OFF D0' block with a 'pause 100' block below it.

set



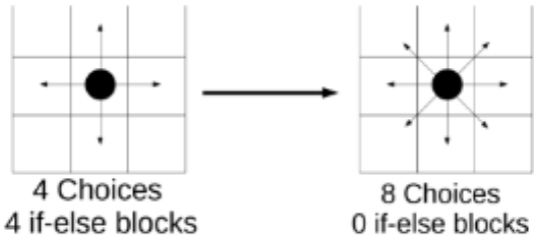
repetition



loop

Spring Term

Year 4 Coding Vocabulary



efficient

```
repeat 4 times
do
  repeat 3 times
  do
    move forward by 50 pixels
    turn left by 120 degrees
  move forward by 50 pixels
  turn right by 90 degrees
```

nesting



timer

```
if my variable > 50 then
  say That's a big number!
else
  say That's a little number!
```

if statement

←
-2 -1 0 1 2

negative



event

Spring Term

Year 4 Coding Vocabulary



action

Input Example



input

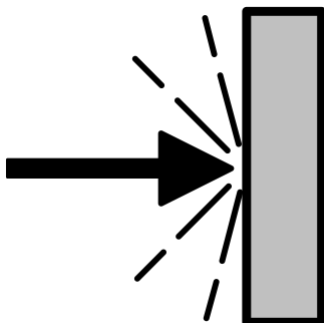
Output Example



output



execute



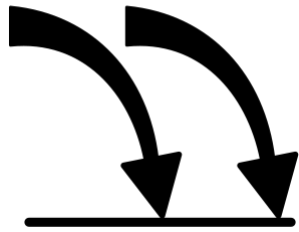
hit event



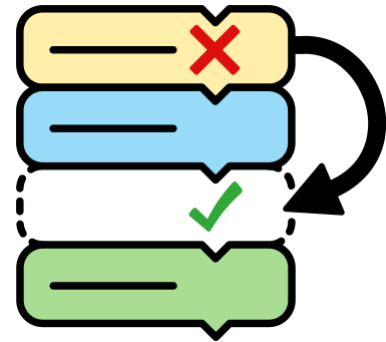
event

Summer Term

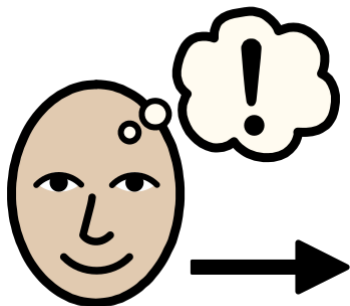
Year 4 Coding Vocabulary



repeat



debug



predict



block code

Sprites



Sprite 1



Sprite 2



Sprite 3

sprite

```
1 console.log(timesTwo(10));
2 console.log(timesTwo(20));
3 console.log(timesTwo(1000));
4
5 function timesTwo(input){
6   var output = input * 2;
7   return output;
8 }
```



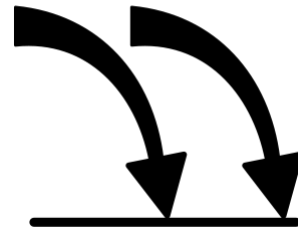
value

Summer Term

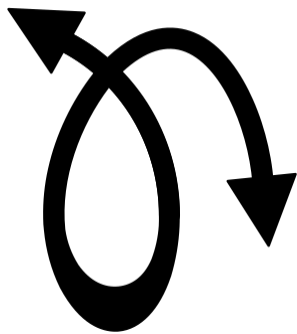
Year 4 Coding Vocabulary



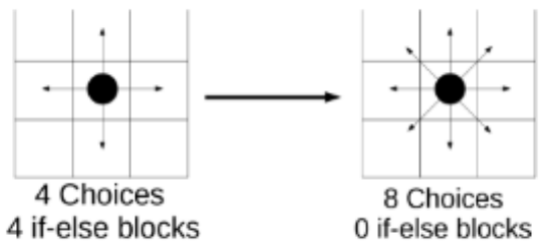
conditional
event



repetition



loop



efficient

```
repeat 4 times
do
  repeat 3 times
  do
    move forward by 50 pixels
    turn left by 120 degrees
  do
    move forward by 50 pixels
    turn right by 90 degrees
```

nesting

Summer Term