

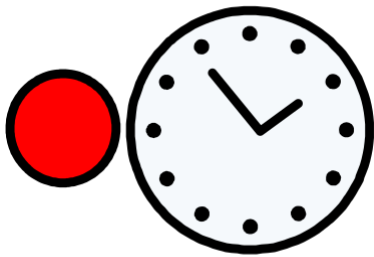
Year 5 Coding Vocabulary

2·4·6·8

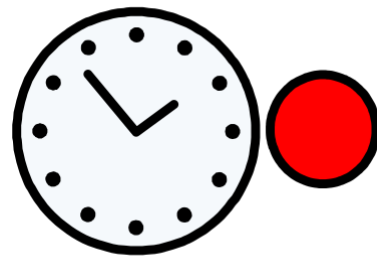
sequence



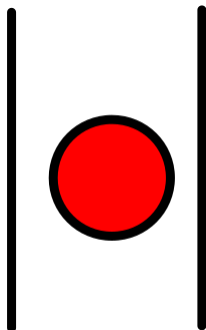
run



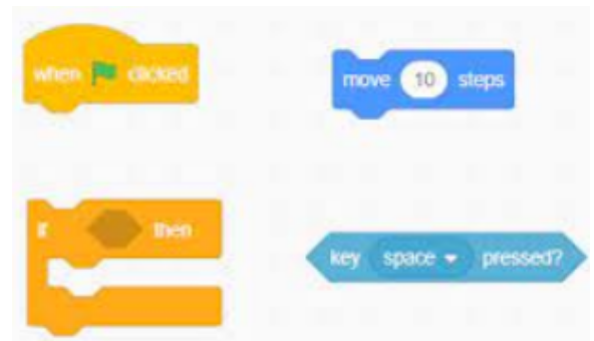
before



after



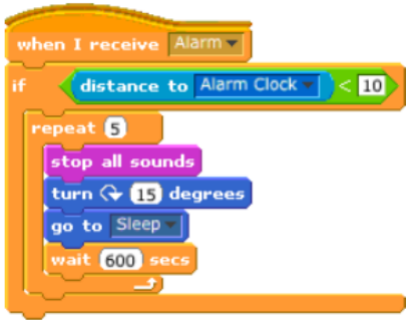
between



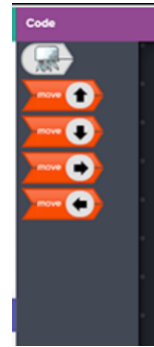
execute

Autumn Term

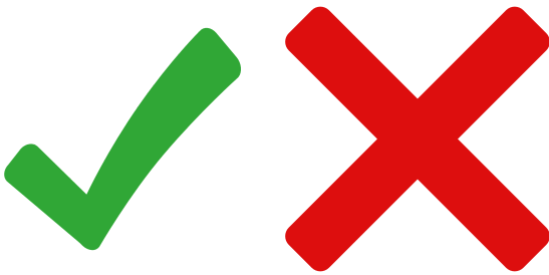
Year 5 Coding Vocabulary



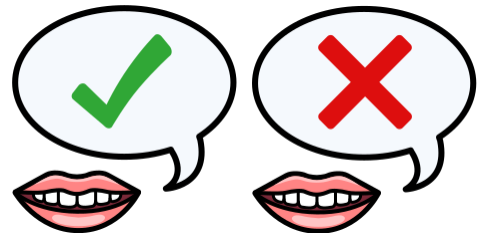
algorithm



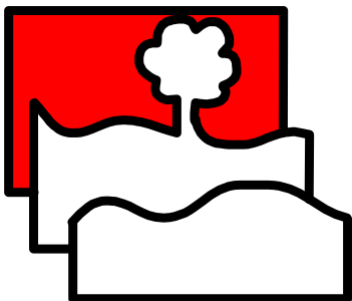
walls



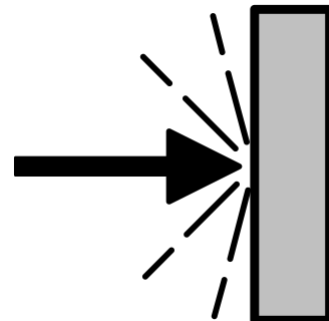
condition



conditional statement



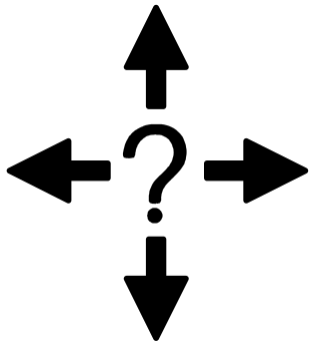
background



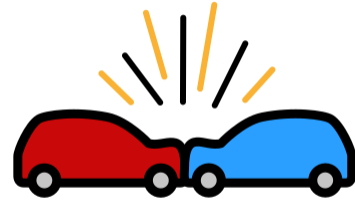
hit event

Autumn Term

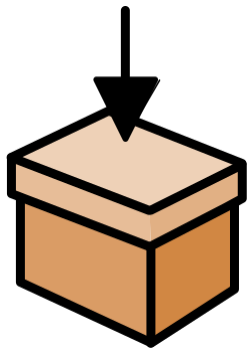
Year 5 Coding Vocabulary



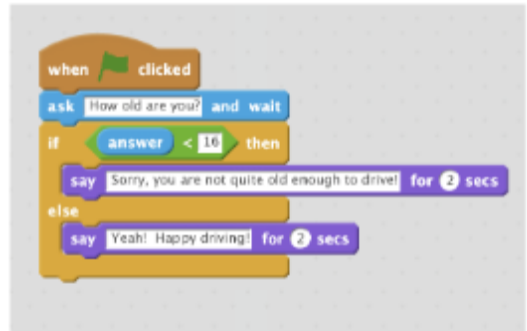
direction



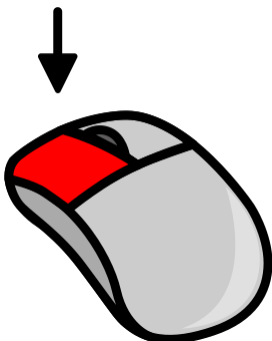
collide



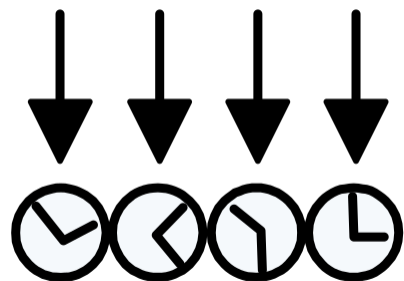
object



start



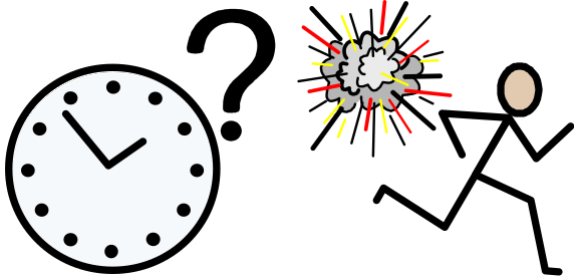
click



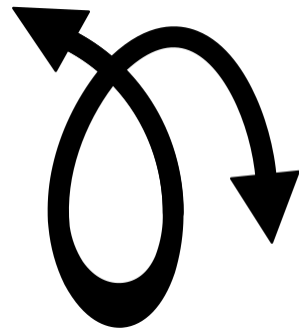
always

Autumn Term

Year 5 Coding Vocabulary



event



loop

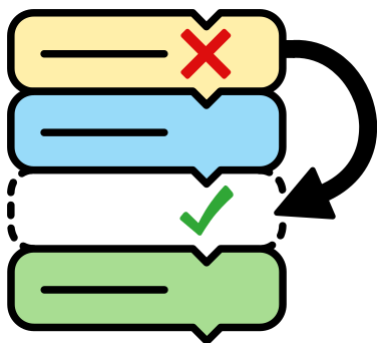


action

```
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



debug



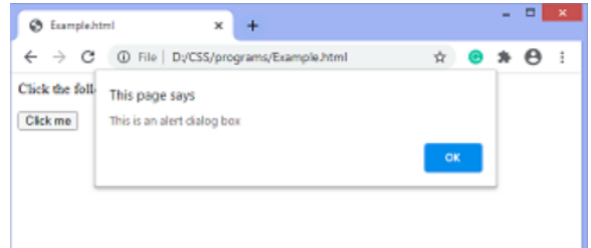
variable

Autumn Term

Year 5 Coding Vocabulary



time



alert



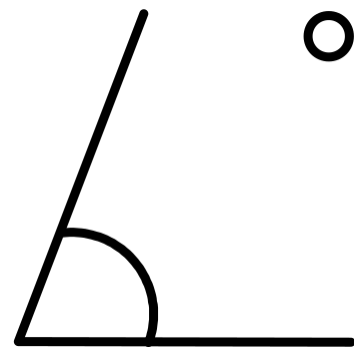
timer



if statement



speed



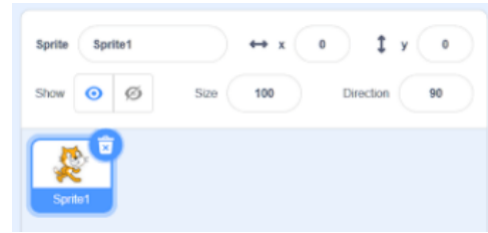
angle

Autumn Term

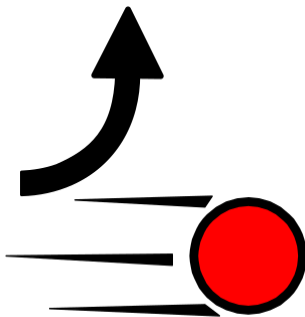
Year 5 Coding Vocabulary



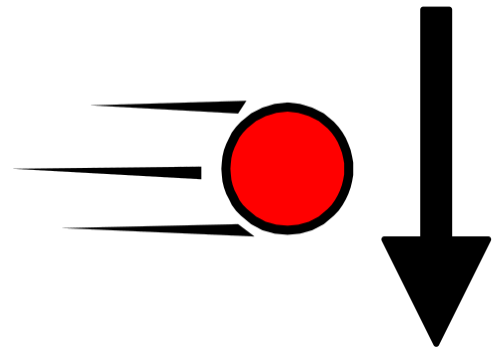
property



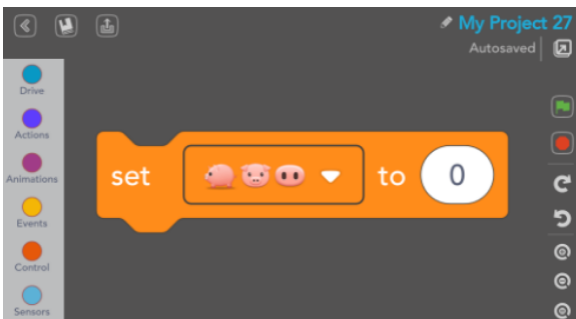
object
properties



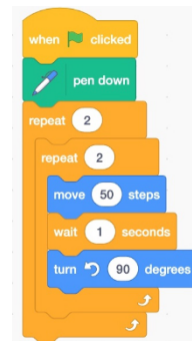
accelerate



decelerate



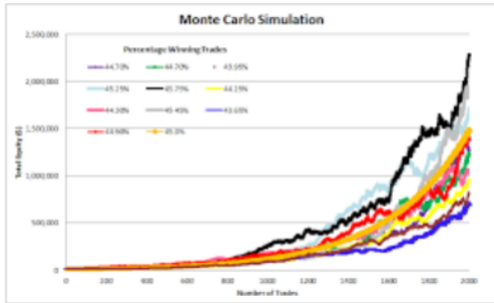
heading



iteratively

Autumn Term

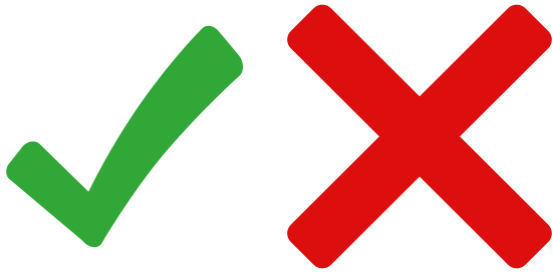
Year 5 Coding Vocabulary



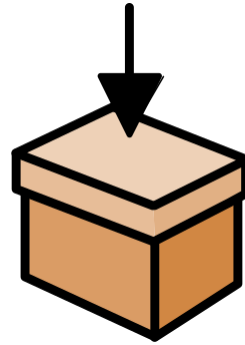
simulation

Autumn Term

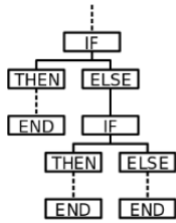
Year 5 Coding Vocabulary



condition



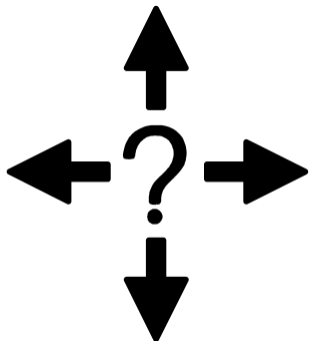
object



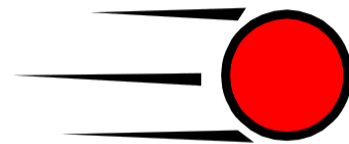
conditional
event



if statement



direction



speed

Spring Term

Year 5 Coding Vocabulary

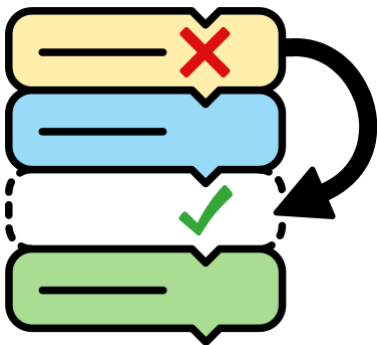


action

```
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

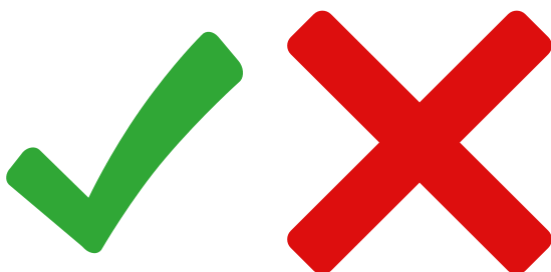
value



debug



variable



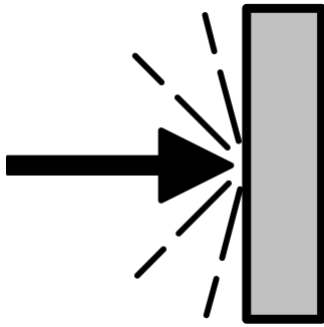
condition



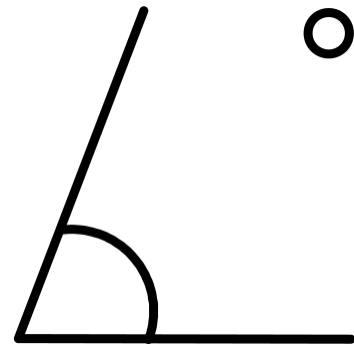
event

Spring Term

Year 5 Coding Vocabulary



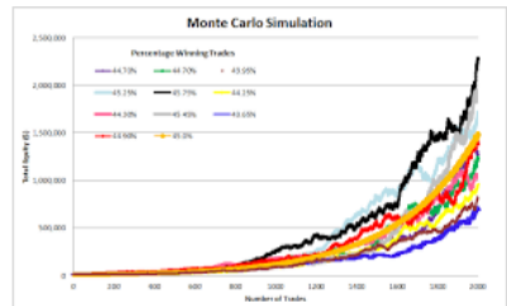
hit



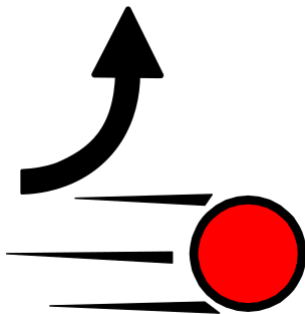
angle



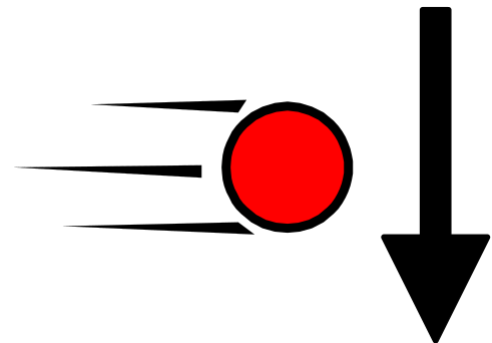
properties



simulation



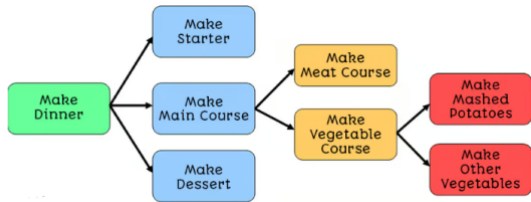
accelerate



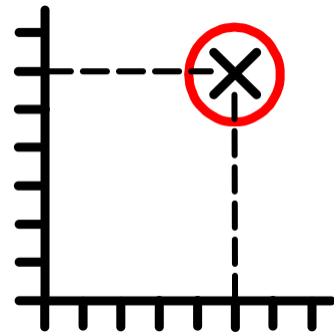
decelerate

Spring Term

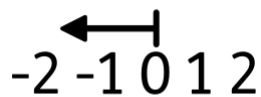
Year 5 Coding Vocabulary



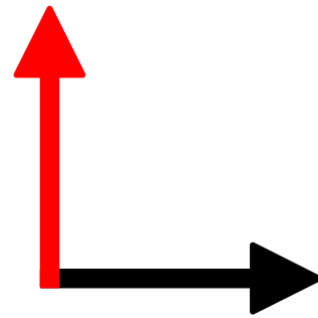
decomposition



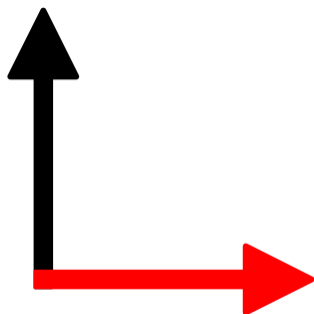
coordinates



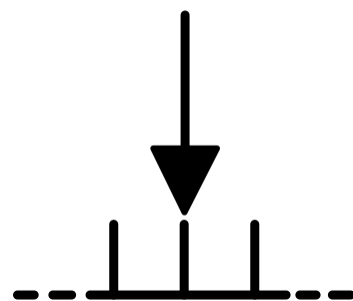
negative
numbers



y-axis



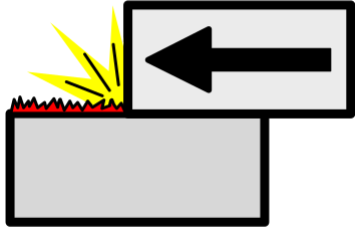
x-axis



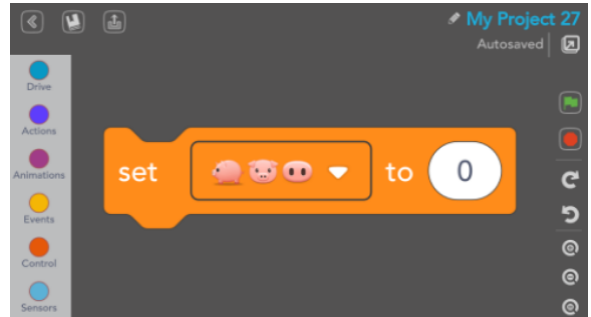
position

Spring Term

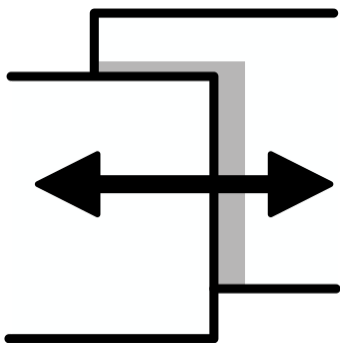
Year 5 Coding Vocabulary



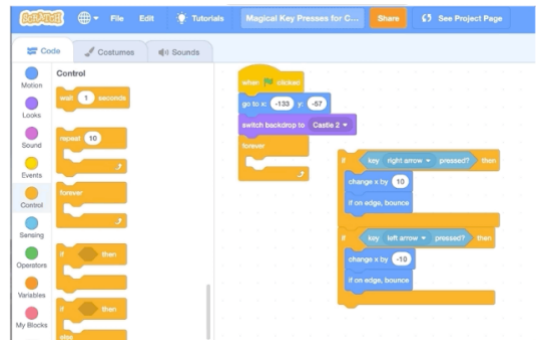
friction



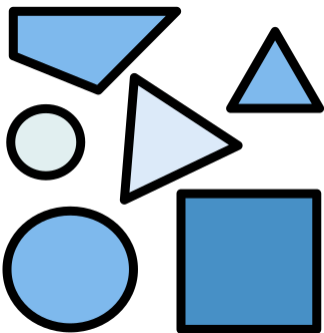
heading



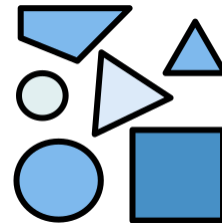
overlap



generate



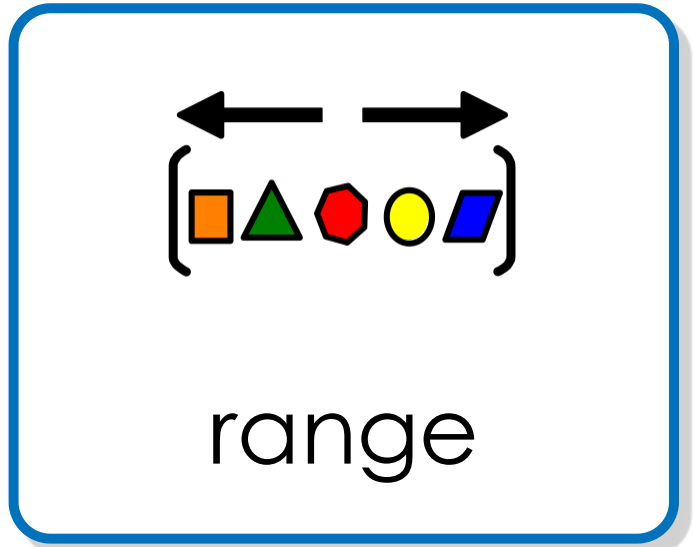
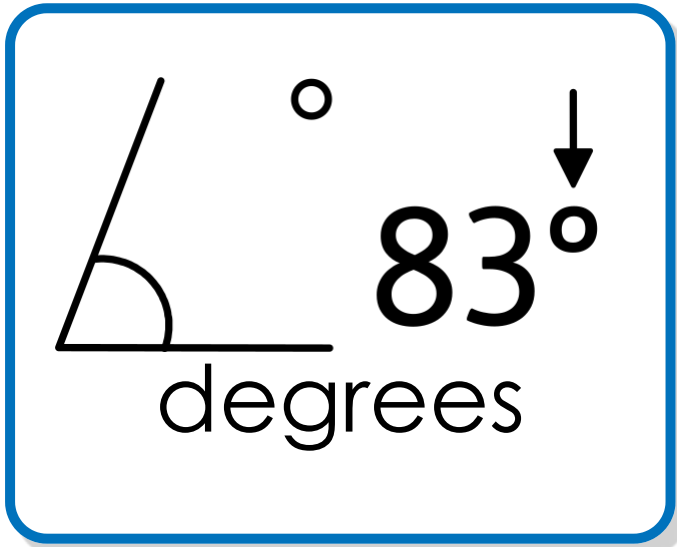
random



random
number

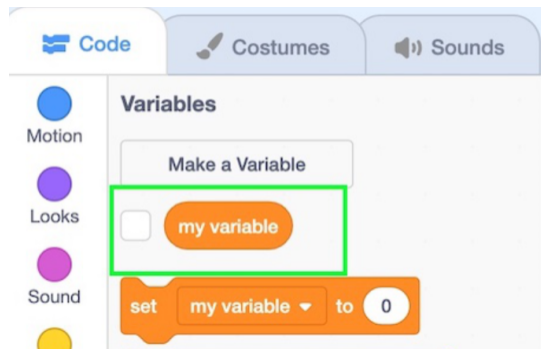
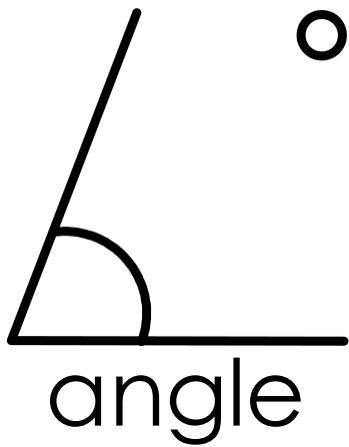
Spring Term

Year 5 Coding Vocabulary



Spring Term

Year 5 Coding Vocabulary



Sprites



Summer Term

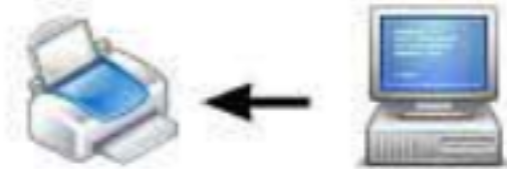
Year 5 Coding Vocabulary

Input Example




input

Output Example



output

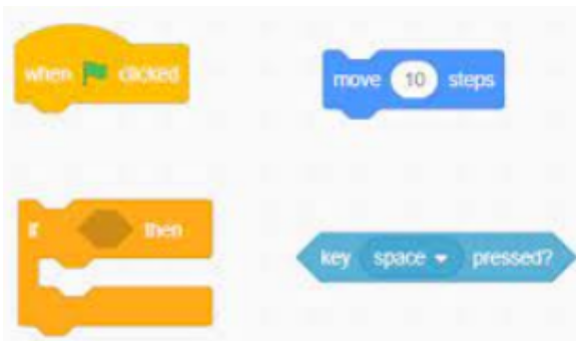
```
1 console.log(timesTwo(10));
2 console.log(timesTwo(20));
3 console.log(timesTwo(1000));
4
5 function timesTwo(input){
6   var output = input * 2;
7   return output;
8 }
```



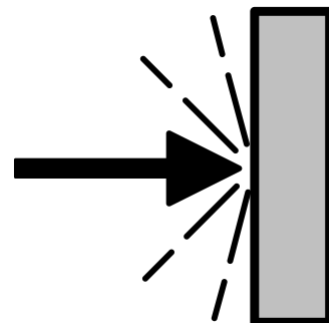
value



conditional
event



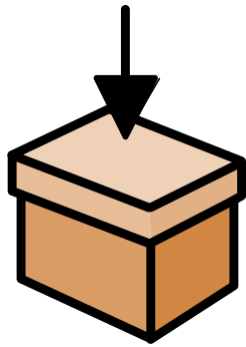
execute



hit event

Summer Term

Year 5 Coding Vocabulary



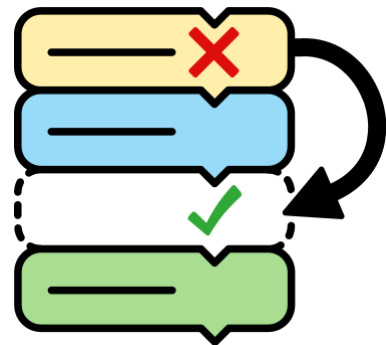
object



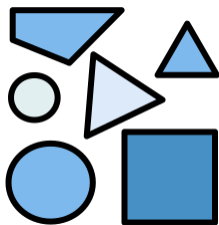
speed



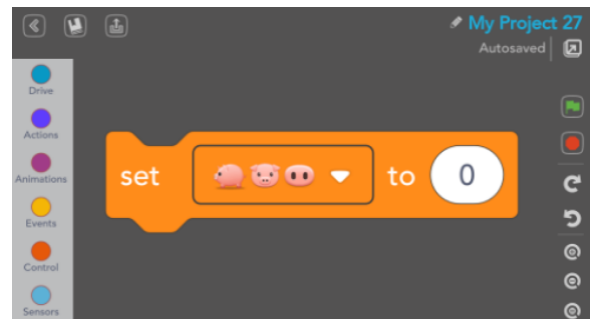
property



debug



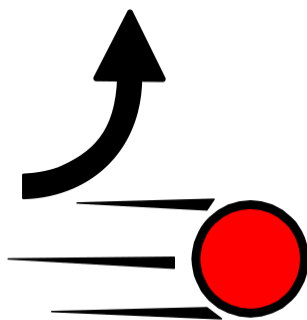
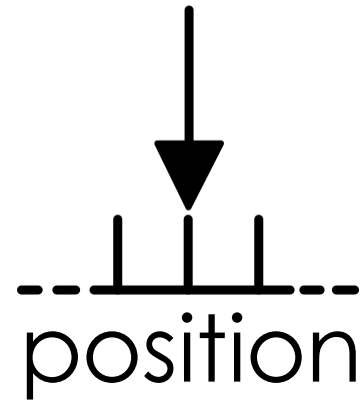
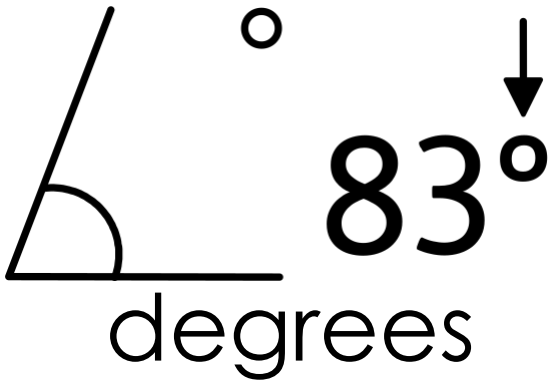
random
number



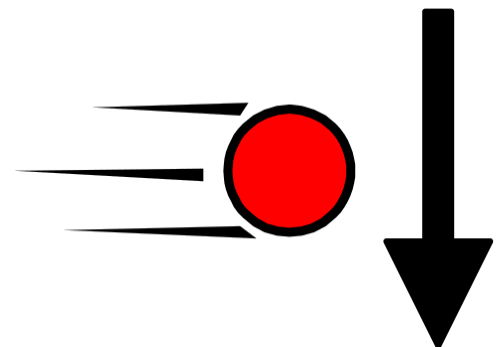
heading

Summer Term

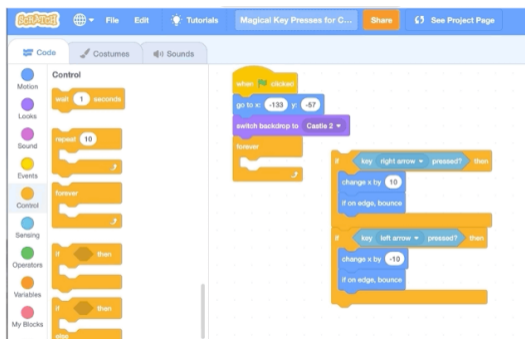
Year 5 Coding Vocabulary



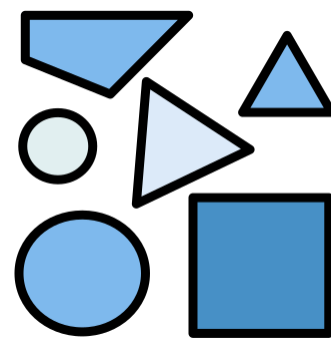
accelerate



decelerate



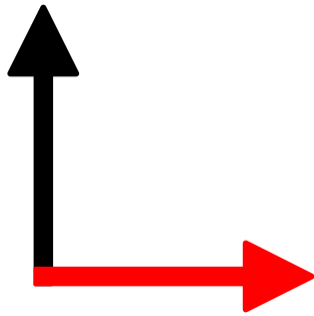
generate



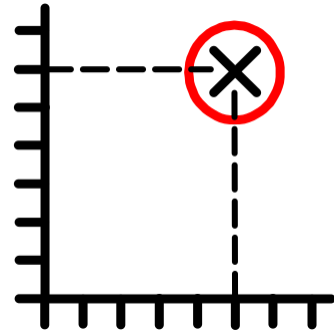
random

Summer Term

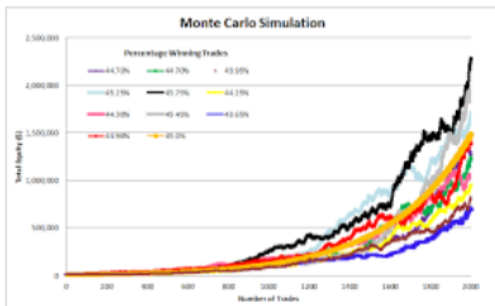
Year 5 Coding Vocabulary



x-axis



coordinates



simulate

Summer Term