



# Knowledge Organiser

## Coding - Year 4

### Key Learning:

- To begin to use selection to create more interesting programs.
- To understand how IF and IF/ELSE statements work.
- To know what a “variable” is in the context of coding.
- To be able to use numerical variables in a program.
- To understand coordinates and be able to use these in an algorithm.

### Key Vocabulary:

- coordinates – numbers which determine the position of an object or point within a given space.
- IF – a conditional command that tests a statement. If the statement is true, the command will run.
- IF/ELSE – If the statement is false, the ELSE command will run.
- selection – when selection is used, the program will choose different outcomes depending on variables.
- variable – a named value in the computer’s memory. The program can change the value of a variable.

### Key Questions:

- What is selection and why is it such an important part of coding?
- What is a variable?
- How can variables and IF/IF-ELSE conditions help us when writing programs?
- Can you explain the steps of the DESIGN/CODE/TEST/DEBUG process?

