



# Knowledge Organiser

## Coding - Year 6

### Key Learning:

- To plan and use selection and variables.
- To understand how the launch command can help link separate programs together.
- To use functions and understand why they are useful.
- To independently use flowcharts to design and debug programs.
- To understand how user input can be used within a program to create different outcomes.
- To manage larger programs effectively.

### Key Vocabulary:

- called – a line of code that triggers a function to be executed.
- developer – a person who writes, debugs and executes code to create a program.
- get input – a tool for requesting input from the user that can be used to control the program flow.
- launch command – a command that launches another program from within a program.
- prompt – a question or request in coding to obtain information from the user in order to select which code to run.
- string – a sequence of characters which could form words, phrases or even whole sentences.



### Key Questions:

- How can tabs help us manage more complex programs?
- How have you used functions to help you write code more quickly/efficiently?
- Why might a program ask for user input?
- How can we use user input to create exciting, dynamic programs?