

Key Words

Algorithm
Al/gor/ithm

A sequence of unambiguous instructions

Sequence
Se/qu/ence

The specific order of actions

Loops or Iteration
It/er/a/tion

Repeating steps in an algorithm

Variable
Var/i/able

A value that can change in an algorithm

Flow charts

Start/Stop

Must have an oval at the start and end of the flowchart

Processes

Used for general instructions

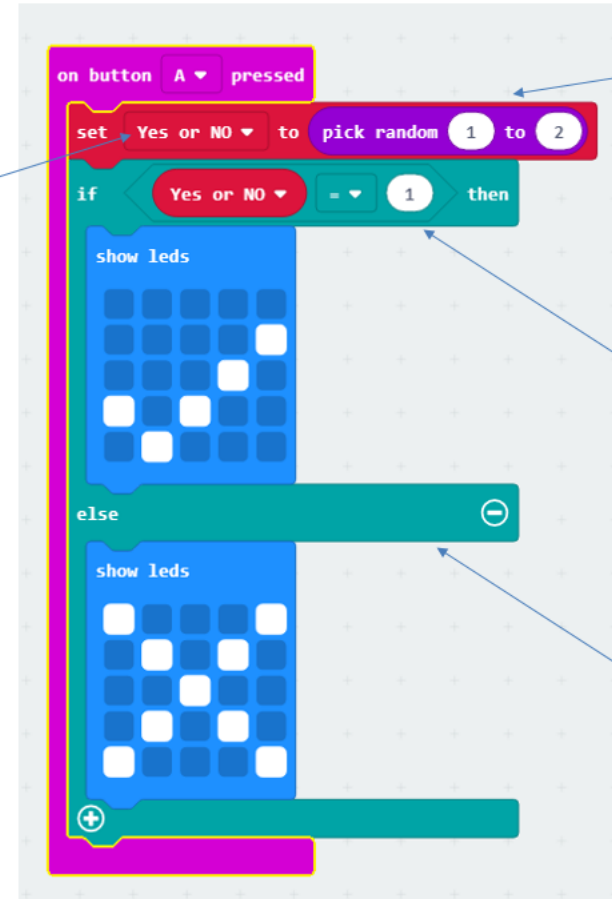
Input/Outputs

Anything that is put in or taken out.

Decision

A question with two answers e.g. true or false or yes or no

I created a variable and called it yes or not



I have created a random number between 1 or 2 to represent yes or no

If a 1 is randomly picked it shows a tick

If a 2 is randomly picked it shows a cross. You don't have to identify the 2 as it is the only option left.