

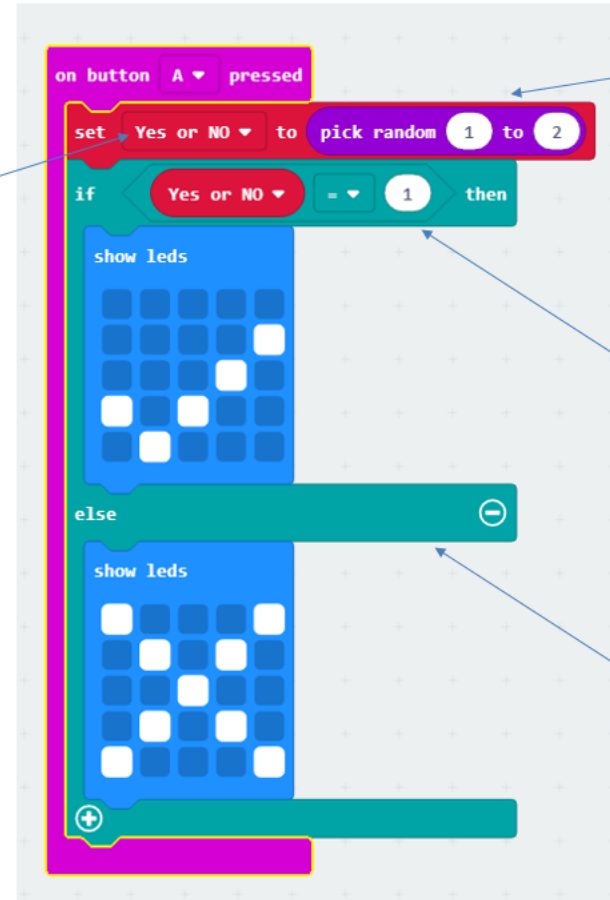
Key Words

LED	Light-emitting diode or small light
Algorithm	A sequence of unambiguous instructions
Sequence	The specific order of actions
Loops or Iteration	Repeating steps in an algorithm
Variable	A value that can change in an algorithm
Pseudo Code	Not actual programming language but reads like a code

Blocks

Basic	LEDs, Show string etc.
Input	On Button A, B, Shake etc.
Loops	Repeat
Logic	IF and Else, =
Variables	Create a variable Set variable to
Math	Pick Random

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

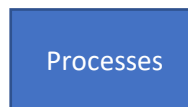
If a 1 is randomly picked it shows a tick

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.

Flow charts



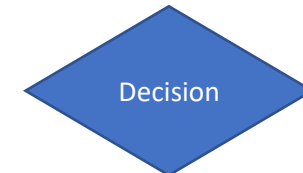
Must have an oval at the start and end of the flowchart



Used for general instructions



Anything that is put in or taken out.



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