

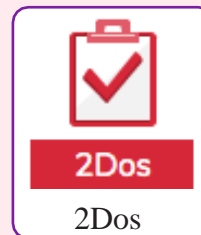
Unit: 1.7

Coding

Key Learning

- To understand what coding means.
- To use design mode to set up a scene.
- To add characters.
- To use code blocks to make the character perform actions.
- To use collision detection.
- To save and share work.
- To know the save, print, open and new icon.

Key Resources



Key Vocabulary

Action

Types of commands which are run on an object. They could be used to move an object or change a property.

Character

A type of object in 2Code that can be programmed to change actions or properties.

Coding

Writing instructions that can be interpreted by a computer to create a program.

Background

The part of the program design that shows behind everything else. It sets the scene for the story or game.

Code block

A group of commands that are joined together and are run when a specific condition is met or when an event occurs.

Collision Detection

Detecting when two characters on the screen touch each other.

Button

An object on the screen which can be clicked on.

Code Design

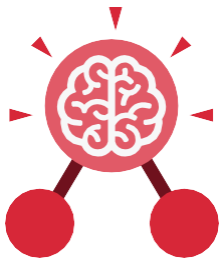
Design what your program will look like and what it will do. Coder - A person who writes computer code.

Command

A single instruction in a computer program.

Design Mode

Used to create the look of a 2Code computer program when it is run.



Unit: 1.7

Coding

Key Vocabulary

Input

Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.

Properties

All objects have properties that can be changed in design or by writing code e.g. image, colour and scale properties.

Sound

This is a type of output command that makes a noise.

Object

An element in a computer program that can be changed using actions or properties.

Scale

The size of an object in 2Code.

When clicked

An event command. It makes code run when you click on something (or press your finger on a touchscreen).

Program

In 2Code, this is several commands that run purposefully together.

Stop command

A command that stops a character moving.

When Key

An event command. It makes code run when you press the specified key on the keyboard.

Key Questions

What is coding?

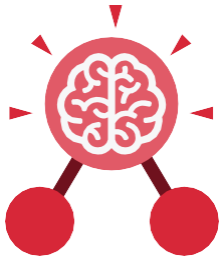
Writing instructions in a way that a computer can interpret them to make a program.

Why is it useful to design before coding?

It helps you to get a clear idea of what you want your program to do. You can use the design to decide which objects you need to add, what to call them and what actions they should perform.

How can you make characters move in a 2Code program?

In design mode, add a character. Change properties such as the name and scale. Exit from design mode and drag your character's code block into the coding window. From the properties menu, select right, left, up or down.



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Coding

Key Images



Open, close or share a file



Save your work



Watch the instruction video



Get a hint when you are stuck in 2Code

Design



Open design mode in 2Code

Exit Design



Switch to code mode in 2Code



The background object



A 'when clicked' code block



An object property



Sound output block