

# iProgram

## Learning

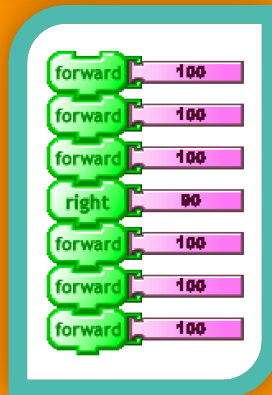
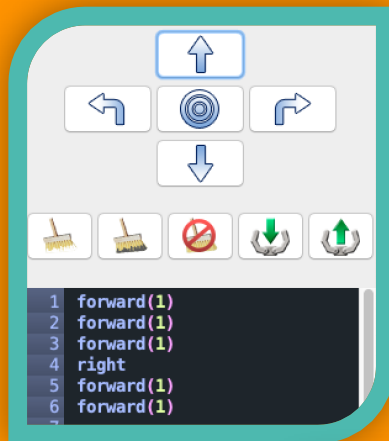
- To understand that a program is a sequence of statements written in a programming language
- To program a sequence of statements
- To program an object to move and draw
- To understand that commands and actions can be programmed to be executed depending upon whether a condition is true or not
- To combine repetition and conditional statements in a program

## Key Vocabulary

<b>Program</b>	An algorithm that has been written in a language (coded) that a computer can understand
<b>Sequence</b>	A particular order to follow
<b>Selection</b>	Programming statements that only run under certain <b>conditions</b> (e.g. WHEN, IF, WHILE and UNTIL)
<b>Condition</b>	Something that is true or false
<b>Repeat</b>	The action of doing something over and over again
<b>Test</b>	Run a program to see if it does what you expect it to do
<b>Debug</b>	Finding and fixing problems with an algorithm or a program

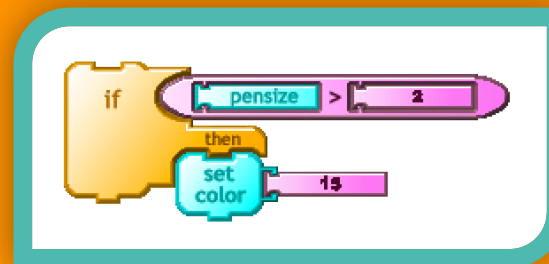
# iProgram

## Sequence



## Selection

```
1 if(frontIsClear)
2 {
3   forward(1)
4 }
5
6 else
7   {
8     pickUp
9 }
```



## Repetition

```
1 repeat(3){
2   forward(1)
3 }
4
```

```
1 repeatWhile(frontIsClear)
2 {
3   forward(1)
4 }
```

