# Knowledge Mat- Repetition in Shape

## Sticky Knowledge

- ❑ I know why accuracy in programming is important.
- ❑ I know how to use a template to create a design for my program.
- ❑ I know how to write an algorithm.
- ❑ I know what the term 'repeat' means.
- ❑ I know that a sequence will include patterns and can identify them.
- ❑ I know how to decompose a task into small steps.
- ❑ I know and understand the term 'debugging' and how this will develop my program.
- ❑ I know how to use count-controlled loops to produce an outcome.

**Basic commands**

**FD** – forwards
**LT** – left turn
**RT** – right turn
**CS** – clear screen
**PU** – stops leaving a pen trail

## Subject Specific Vocabulary

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|---|---|
| **accurate** | Free of mistakes or errors. |
| **command** | An order to perform a specific task. |
| **code snippet** | Several sets of commands in one program. |
| **turtle** | An arrow or turtle image on screen that draws a line as it is programmed. |
| **algorithm** | The part of the design of the program that is precise instructions to be implemented as code. |
| **debug** | The process of finding and correcting errors in your code. |
| **pattern** | A regularly repeated arrangement. |
| **sequence** | A particular order in which related things follow each other. |
| **repeat** | To do or say something again. |
| **count-controlled loop** | Commands that are repeated for a set number of times. |
| **design** | To create or construct according to a plan. |
| **trace** | To copy something by following along the same route. |
| **value** | The importance, worth or usefulness of something. |
| **decompose** | To break something down into smaller parts. |
| **procedure** | A named code snippet that can be run multiple times. |