

Kit's Coding Concepts: Grade 3 Programming Flashcards

Learning objective: To understand core programming terminology and the logic behind simple algorithms.

Use these flashcards to test your knowledge of programming terms. Read the front, try to define the term, then check the answer on the back.

Algorithm

A precise step-by-step set of instructions to complete a task or solve a problem.

Bug

An error or mistake in a computer program that stops it from working as expected.

Debug

The process of finding and fixing errors (bugs) in a computer program.

Sequence

The specific order in which instructions must be carried out for a program to work correctly.

Loop

A programming instruction that repeats a section of code multiple times until a condition is met.

Input

Data or information that is sent into a computer system, such as clicking a mouse or pressing a key.

Output

The information or action produced by a computer program after it has processed the input.

Variable

A placeholder used in programming to store information that might change while the program is running.

Selection

A decision point in a program where the computer chooses between different actions based on a condition (often using 'if' statements).

Program

A collection of algorithms and instructions written in a coding language that a computer follows.

Decomposition

Breaking a complex problem down into smaller, more manageable parts to make it easier to solve.

Syntax

The specific set of rules and grammar that must be followed when writing code in a particular language.