

Kit's Coding Concepts: Grade 4 Computing Flashcards

Learning objective: To understand and define key vocabulary related to computer programming and algorithms.

Use these flashcards to revise your computing terminology. Read the front of the card, test yourself, then check the answer on the other side.

Algorithm

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

Bug

An error or fault in a computer program that prevents it from working as expected.

Debug

The process of finding and fixing errors or 'bugs' in a computer program.

Sequence

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

Loop

A sequence of code that repeats itself a specific number of times or until a condition is met.

Selection

A programming construct where the computer makes a choice or decision based on a condition, such as an 'if' statement.

Variable

A placeholder or container used to store data that can change or be updated while the program is running.

Input

Information or signals sent into a computer program, such as a mouse click or typing on a keyboard.

Output

Information or results produced by a computer program, such as text on a screen or a sound.

Decomposition

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

What is the role of Kit the Fox in our coding journey?

Kit uses clever solutions and logical thinking to help us understand puzzles and computer programming.