Kit's Computing Debugging Flashcards

Learning objective: I can identify and fix mistakes in a sequence of instructions.

About 15 minutes. Grown-up tip: Ask your child to explain why a sequence matters when they are helping you cook or follow a game's rules.

Read the front of the card and try to answer before checking the back. For example, if the front says 'What is a bug?', the answer is 'A mistake in a computer programme.'

What do we call a mistake in a computer programme?	A bug.
What is the process of finding and fixing a mistake called?	Debugging.
If a robot does the wrong thing, what should you check first?	The algorithm or instructions.
Is a bug a good thing or a bad thing in a computer programme?	A bad thing that stops the programme working correctly.
What does a 'step-by-step' plan for a computer look like?	An algorithm.
True or False: Computers always know what you mean, even if you make a mistake.	False. Computers follow instructions exactly as written.
If your code is meant to turn a light on but it stays off, what is the 'bug'?	An error in the instructions that prevents the light from turning on.
Why is it important to test your code after you change it?	To make sure the bug is fixed and no new ones were created.
If a programme has three steps but they are in the wrong order, is that a bug?	Yes, the sequence must be correct for the programme to work.
What should you do before you start fixing a bug?	Read through the code carefully to spot where the error is.