



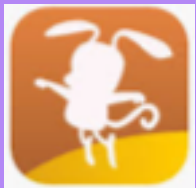
Year 3

Programming - Events and Actions in Programs

Key vocabulary

Event	Events tell your program to sense what is happening and when that happens to run a part of the code. It might detect input and create an output.
Input device	game pads, mice, keyboards and touch screens allow us to rapidly trigger events in the code eg. Press fire button = fire weapon
Variable	Usually a number which can change in a piece of code. e.g. lives, score, health in a game
Output device	Output devices can be things like speakers, screen, rumble features and pass information of all kinds to the user
Print	An instruction in code to output the result of an instruction on screen
Syntax	The rules of language that allow it to make sense

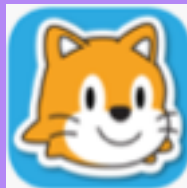
Apps/ Software



Pyonkee



Code.org



Scratch

Hacking Flappy Bird with code.org

tutorial steps

game window

code block area

Subroutines

To be fun, a game needs to have a consistent set of rules to make it challenging enough but possible for the player to win.

Things you can change:

- Game speed - this can change the difficulty
- How do you score a point?
- How do you lose a life?
- What happens when you push a key?

