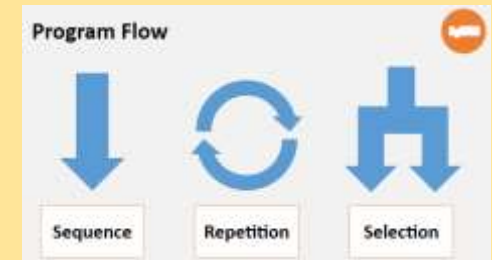


Flow - how a program progresses once it is left to run. Programs can flow in different ways depending upon how they are coded.



Condition - a condition is something that a computer can decide is either true or false. True is like the computer is answering yes and false is like answering no.

Operator - an operator can carry out lots of different jobs in programming. One of these is allowing the computer to compare two pieces of information and see if they are the same or different.

Recall: Can you remember what these words mean?

Program
algorithm
computer
sequence
instructions

commands
sprite
to debug
input
event
code
Sequence

Repetition
Loop
Command
Count-controlled loop
Infinite loop
Co-ordinates
Decomposition