

<b>Subject</b>	<b>ICT</b>
<b>Unit</b>	KS3 Programming

Key vocabulary	Definition
<b>Algorithm</b>	Step by step instructions to solve a problem
<b>Debug</b>	Find and fix mistakes in a computer program
<b>Input</b>	Data that goes into a computer
<b>Output</b>	Information that comes out of a computer
<b>Process</b>	Something that happens to change data into useful information
<b>Program</b>	A list of instructions that tells a computer exactly what to do
<b>Repetition</b>	Doing the same instruction more than once
<b>Selection</b>	When your program must make a choice
<b>Sequence</b>	More than one instruction to be followed in order
<b>Iteration</b>	Repeating instructions over and over again – also known as a loop
<b>Flowchart</b>	A diagram that shows an overview of a program or an algorithm.
<b>Process</b>	 An action shown in a flowchart
<b>Input/output</b>	 A value or data is input or output in a flowchart
<b>Decision</b>	 A yes/no/true/false decision in a flowchart

**Terminal**

**Start/Stop**

The start or end of a process in a flowchart

HEW VALLEY

