Intro to Coding

KS2 Computing · Follows the national curriculum

Name _____ Class _____ Date _____

1. Worked example

What does 'repeat 4 times: jump' do?

Step 1 · A repeat block runs the instruction inside it that many times

'Jump' happens once for each repeat

Answer: The character jumps 4 times in a row

Check: This is called a 'loop' — it repeats an action without you writing it out 4 separate times.

2. Now try one with the steps

Why is a loop better than writing 'move forward' 10 separate times?

Step 1 · Writing it 10 times is longer and easier to make mistakes in

Step 2 · Changing the number of repeats is also much easier

Answer:

3. Practice

Have a go at each one. There is space underneath to work it out.

1. What do we call a block of code that repeats an instruction several times?

2. What would 'repeat 3 times: clap' make a character do?

3. What is the correct order of blocks called in coding?

4. In coding, what do we call a decision like 'if it's raining, take an umbrella'?

5. Write a simple set of coding blocks (in words) to make a character do a dance: spin twice, then jump once.

6. Why might a programmer use a loop even for something that only happens twice?

4. Before you hand it in

Writing the same instruction many times in a row instead of using a loop.
If an instruction repeats, use a loop (repeat block) instead of copying it out multiple times.

Forgetting that a loop only repeats what is INSIDE it, not instructions outside the loop.
Check carefully which instructions are inside the loop and which are outside it.