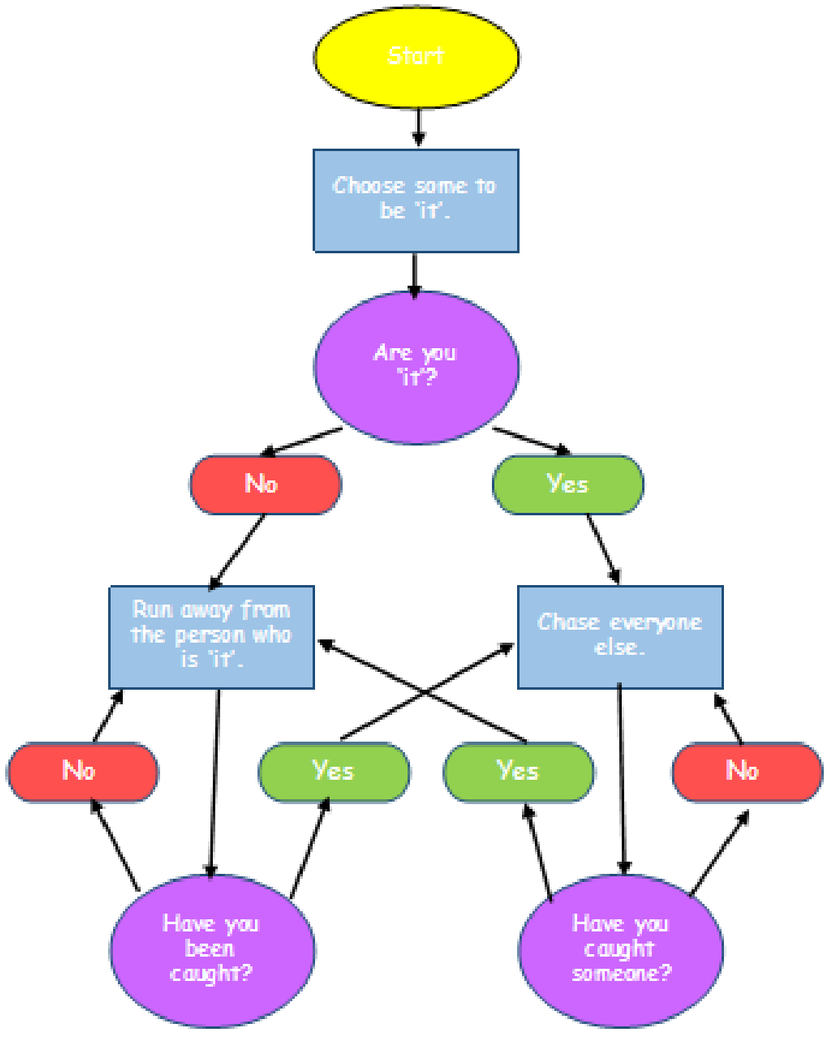
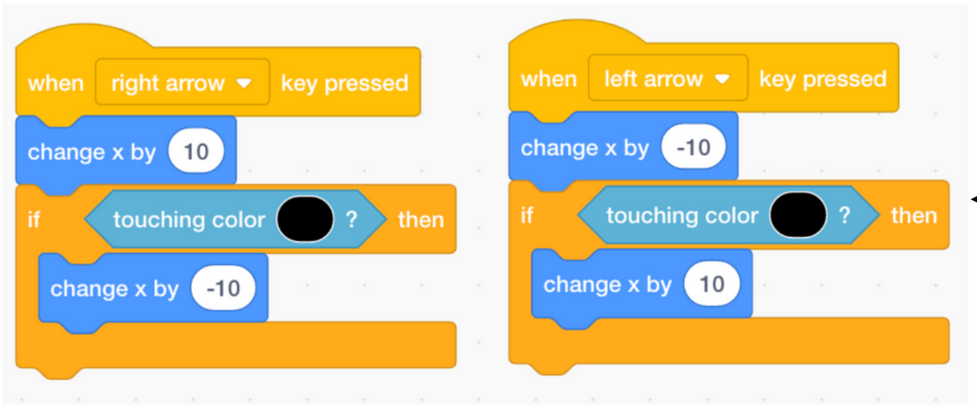
Y5 Computing Knowledge Organiser – Complex Programming

Vocabulary	
Complex	Something with **several parts** to it (a complex algorithm may have many variables).

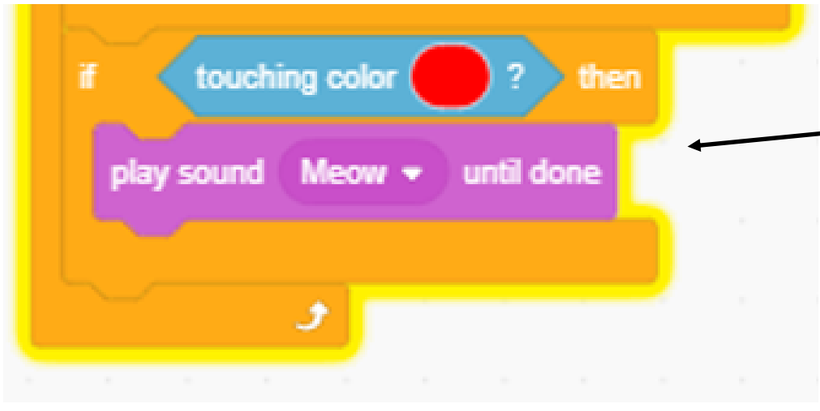
Key Facts
Any changeable value could be a variable. It could be *yes* or *no*; a number; a colour, or any data at all.
Some programs have an end 'goal' and the program should stop running when it is achieved.
There is no limit to the number of variables or instructions you can write into your program.





We can use the keyboard to program inputs.

We can use the 'if' variable' to create boundaries using the sensing block.



We can add complexity by adding an end goal.