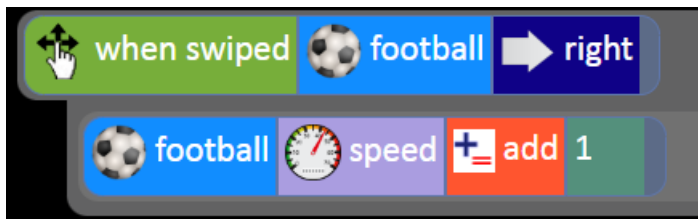
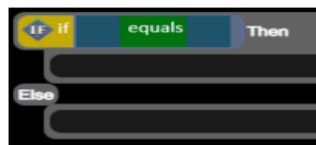
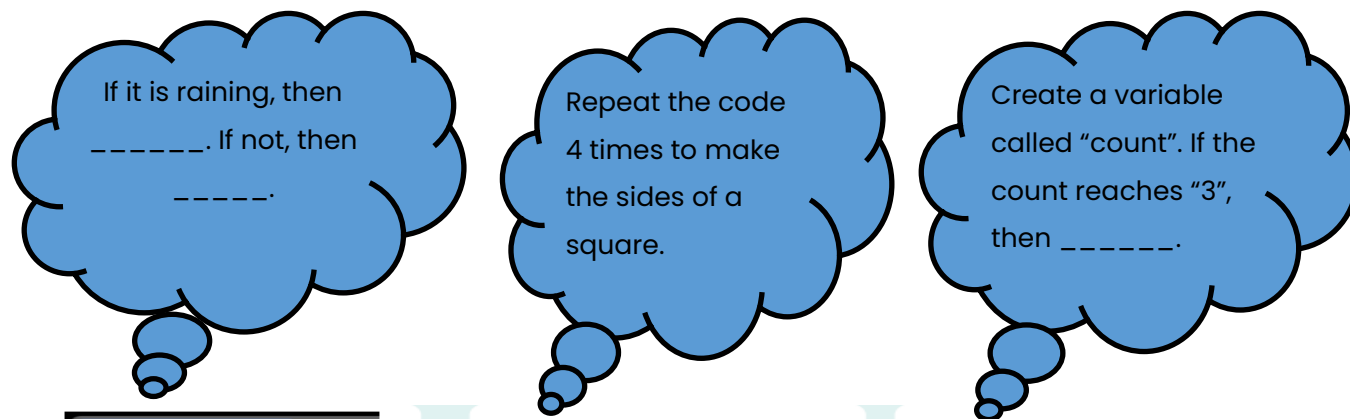


How do computers keep track of things?



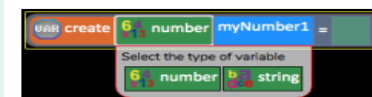
When you perform an input (swipe), the output can change (speed of the football).



An 'if/Else' command.

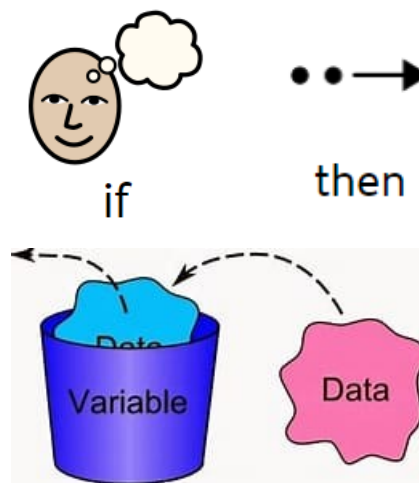


Repeat until.



Creating a variable in 2Code.

Word	Definition
Algorithm	Step-by-step instructions followed by a computer
Sequences	The order a set of instructions needs to be in
Repetition	Repeating a task over and over again
Selection	A choice that will help to make a decision
Variable	A place in a computer's memory where it stores information that changes
Decomposition	A method of breaking down a complex task into manageable parts.



Look at this code. Can you work out what will happen when it is run?

