# We are games testers – Y2

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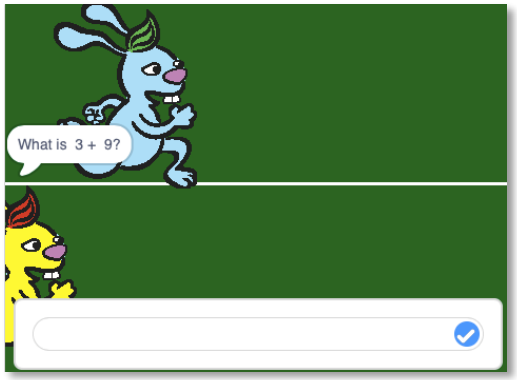
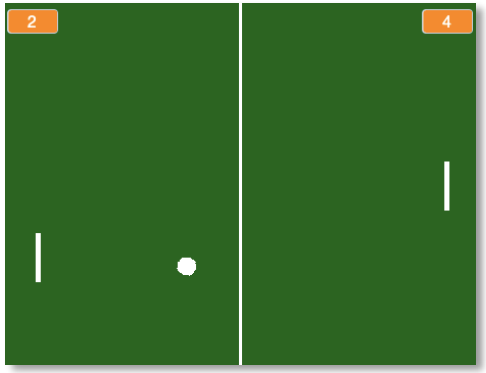
| **abstraction:** | computational thinking approach to managing complexity by simplifying things through identifying what is important, and what detail can be hidden |
| **algorithm:** | a sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective |
| **computational thinking:** | a way of looking at problems so that the solution can be automated using a computer |
| **input:** | data supplied to a computer – in this case, it is a mouse click, keyboard press or tapping on a tablet |
| **output:** | information produced by a computer – in this case, it is moving sprites on a screen |
| **parallel processing:** | when programs run (or appear to run) simultaneously |
| **pattern recognition:** | computational thinking approach in which common aspects of how a system behaves are used to simplify implementing solutions |
| **remix:** | to take a project and make changes to its source code |
| **repetition:** | programming construct which allows a group of instructions to be repeated a number of times, or until a certain condition is met |
| **Scratch:** | simple, block-based programming language in which programs for characters are built by snapping together code blocks |
| **source code:** | the code that a particular program follows; the instructions or rules that determine what happens in a game or other application |
| **sprite:** | a graphical character in a program that can be given its own sequence of instructions |

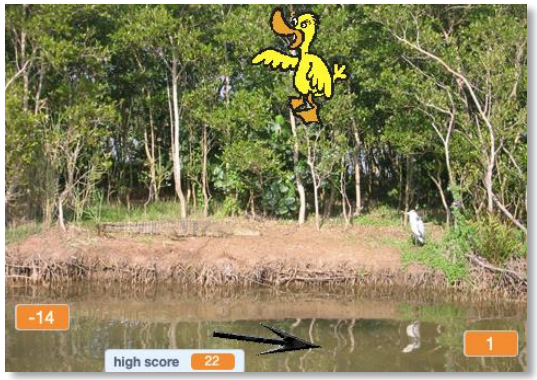



**Addition race**
- What are the rules?
- How might it work?


**Fish game**
- How does it work?
- How many sprites are there?


**Pong Game**
- How is the score added?
- How do the racquets move?
- How does the ball move?




**Duck Shoot Game**
- What are the rules?
- How does it work?