We Are Adventure Gamers — Year 6

Objectives

We are learning to:
- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in programs.
- Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals.

Previous learning

An instruction tells you to do something.

An algorithm is a precise list of instructions.

A program is an algorithm written in a way a computer understands.

A parameter is a number put into a block to tell the computer how far/often to do it.

Websites and Apps

https://www.python.org/ This is the website for Python - the programming language we will be using in this unit.

Key Vocabulary

Python	A text-based programming language.
syntax	The precise structure of commands in a programming language.
print ( )	A Python command to show something on the screen.
if choice == "1" :	A Python command which will execute the next part of the program if a 1 was input.
elif choice == "2":	A Python command which checks for a second option.

E-Safety

Python

In this unit you will plan and design a text based game.
You will first need to decide how your rooms will be linked.
Then you need to code the rooms and the movement between them.
Finally you need to debug the program to make sure it works correctly.

This program displays a description, asks for a choice and then responds to that choice.

```
print ("You are standing in room 0. You see two exits, labelled 1 and 2.")
    choice =  input ("Choose 1 or 2: ")
    if choice == "1" :
        print ("You are in Room 1.")
    elif choice == "2":
        print ("You are in Room 2.")
    else:
        print ("That's not one of the choices!")
```