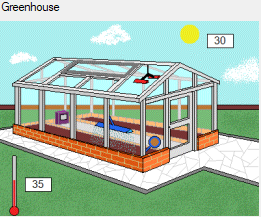
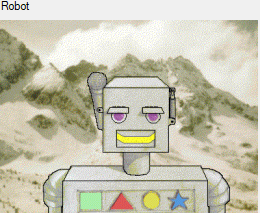
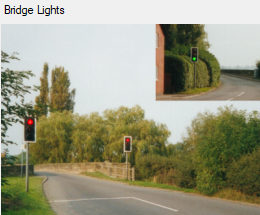
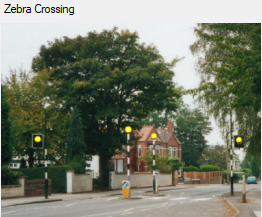
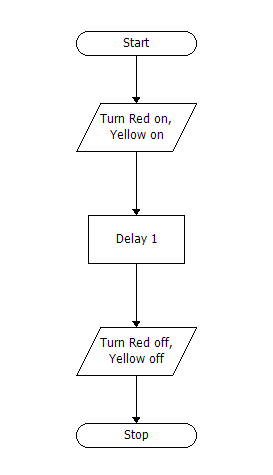
|  |  |
| --- | --- |
| Key Vocabulary | |
| Flowol | Flowol is a piece of software that allows you to control a number of different situations using flow diagrams |
| Algorithm | A set of instructions which is followed to solve a given problem. Can be represented using a flowchart |
| Flowchart | A diagram that shows an algorithm or process, made up of boxes representing steps, decision, inputs and outputs. |
| Computational Thinking | The thought process of taking a problem, working out how it can be calculated by a computer, and finding a solution. |
| Program | A sequence of instructions used by a computer. Sequence The order which the computer will run code in, one line at a time. |
| Selection | A decision made by a computer, choosing what code should be run only when certain conditions are met. |
| Condition | Checking to see whether a statement or sum is true or false |
| Iteration | When a section of code is repeated several times – also known as looping. |
| Input | Entering data or information into an algorithm. |
| Output | Displaying data or information as a result of an algorithm |
| Simulation | A model that produces an output, either visual or physical, as it runs |
| Flow | How data moves through a program, explained using arrows in a flowchart. |
| Comparative Operators | Symbols used to compare one value to another (see below table for examples) and return a True/False. |
| Execute | Means 'running' the instruction or program |
| Sub-routine | Sequences of instructions that can be called and used when required, this is called sub-routine |
| Sensor | An object whose purpose is to detect events or changes in its environment, and then provide a corresponding output |
| Variable | A value where data is stored and can be changed when used in a program. |





Programming Tools

Run / Stop Adjust Speed

The Workspace

The Status Panel

The Mimic

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Start/Stop symbol**. This must be used to start the flow diagram, and also to stop it when it’s finished. |  | **Output symbol.** This controls if the outputs are on. For example, a motor or a light. |  | **Process symbol.** This allows you to put a delay or a repeat in your flow diagram |  |
| **Decision symbol**. This lets you add a decision or a condition to your flow diagram |  | **Label.**  This allows you to add text to your diagram |  | **Edit.**  This allows you edit parts of your diagram |  |
| This links all the symbols together and completes the flow diagram. |  | **Play/Stop**  This runs/stops the program |  |  | |