Assuming you are talking to a boda-boda of a P7 understanding, with examples, briefly explain the following;

1. **A statement**

A statement is a single instruction that the computer follows. Think of it like a command from a passenger, for example: start the engine, ride to the market, and stop here. So it tells you what to do, and the same applies to a computer.

1. **A code**

A code is a group of statements i.e instructions we give to the computer so it knows what to do. For example; when a customer tells you that “take me to town.”, “stop at the round-about.” So that is a set of instructions just like code for the computer that lists steps in a language the computer understands.

1. **A memory address**

A memory address is like the location or house number where the computer keeps something in it’s memory. Take it like you are parking your motor bike in a big parking yard with 10 slots, each slot has a number from 1 to 10. So when you park in slot 6, you know where to find your motor bike later when you want to pick it. And that makes it like a memory address.

1. **A variable**

A variable is like a container or a box that stores something in the computer e.g a number, name, etc. So imagine you have a small bag on your bike where you put your phone or money inside and zip it, later when you want the phone, you open the bag and pick it. That bag is what we call a variable and the phone and money is the value inside the variable.

1. **An operator**

An operator is a symbol that tells the computer what to do with an operand. e.g add, subtract or compare. For example; Assume you are at a petrol station and you have 10,000 shillings and petrol is 5,000 shillings, let’s say 10,000 divide(/) by the 5,000 = 2 litres. That (/) is an operator and it tells you to divide and the same applies to others like; +, -, \*, ==.

1. **An operand**

An operand is the thing the operator works on i.e it’s the number or value you calculate with. For example; 10 + 5 = 15. The (+) is the operator and 10 and 5 are the operands which are being added.

1. **A datatype**

A datatype is a kind of information the computer is working with. In other words it refers to values stored in the memory. For example when you carry different things on your bike like a passenger(person), a sack of potatoes(weight), location name(Kampala) and payment(10,000 shillings). Each one is a different type of item. Just like you know the difference between a person, bag, or fuel, the computer also needs to know what it is dealing with.

1. **A list of values**

A list of values is a collection of values put into square brackets separated by commas or it is a group of items stored together in the computer like keeping many things in one bag. For example let’s say you are going to the market and you carry tomatoes, onions, matooke and rice in a bag. The bag with all the items is a list and each item inside is a value in the list.

1. **A python script/module**

It is a file where you write python code or instructions for the computer to follow. Imagine you have written list of tasks for the day e.g picking a passenger, buying petrol, going to the garage, and going back home; the paper you have written on is like a script(a set of steps you follow and that’s what a python script also does.