

WEMS ASE

Directions: Discuss and fill in the blanks of each key term we'll be referencing and using throughout the class.

Optional: Cut out construction paper to create flashcards for each term. Have students write the term and definition on one side and an example of the term on the opposite side. After class, you can laminate the cards, connect them with punched holes and string, and hand them back to students the following class.

Sequence	The order in which instructions are given to a computer
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Event	A trigger that a computer recognizes and causes it to do something
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Event Example: In Hopscotch, all events start with the word “WHEN” and are the first thing you choose when you write a rule. Think of it as completing a “WHEN...., THEN...” sentence.

Events are very important for computer engineers because they tell the computer when exactly it should do something. When you touch the phone icon on your home screen, then your phone brings up the interface to make calls.

Discuss some events (triggers) that happen in the classroom. Identify the trigger and resulting action: When I raise my hand (trigger), then stop talking (action), when the bell rings (trigger), then put down your pencil and turn in your test (action).

Loop	Code that repeats
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Value/Variable	A placeholder for something like a number. We can set something equal to something.
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Conditional	“IF (something is true), THEN (do an action)” statements
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Code Block	A group of programming statements
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Bug	A mistake in your code
Debugging	Finding mistakes and fixing them
Concurrency	Two or more things that happen at the same time
Random	A surprise!
Range	A sequence of numbers in between a highest number and lowest number The highest and lowest number for random to choose between.

Example: Random number game → "I'm thinking of a number between 1 and 100, what is it?"

