Year 8 Autumn 1 Computing: Python



A) Key knowledge		B) Key knowledge		C) Key knowledge		D) Literacy
Variable:	A variable points to a value	Sequence	The order of tasks in an algorithm must follow a correct sequence, or else the algorithm might have a logic error	Integer	This is a whole number, typically stored in a variable	'Explain how any program you have written make use of
A variable can contain:	Data – e.g. integers, decimal numbers, strings and Boolean values	Selection	The order of tasks in an algorithm may branch in different directions depending on conditions – typically in an IF statement	String	This is a piece of text, typically stored in a variable	ITERATION' [8] Note: describe four ways you have used iteration (i.e. looping – e.g. the forever or repeat controls) in your programs. To describe means write 2 sentences about each one – so in total, write 8 sentences.
The input comman d:	This can assign text typed from the keyboard to a variable	Iteration 1	Tasks in an algorithm may repeat while a condition is true – typically in a WHILE loop	Float	This is a decimal number, typically stored in a variable	
Variable names:	Variables can be called anything you like – with some exceptions	Iteration 2	Tasks in an algorithm may repeat for a specified number of times – typically in a FOR loop	Boolean	This is a True/False value, typically stored in a variable	
Exception s:	It must start with a letter and not a number or a symbol; it cannot contain spaces; it must not be a Python word such as print, input, list etc.	Iteration 3	In a FOR loop, it is possible to specify the start point, end point and step value	Character	This is a single piece of text, e.g. 'a', 'z', '?', '7', typically stored in a variable	
Homework: Look/cover/write and self-mark the information from Section A		Homework: Look/cover/write and self-mark the information from Section B		Homework: Look/cover/write and self-mark the information from Section C		Homework: Literacy task