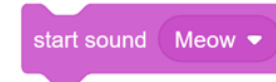
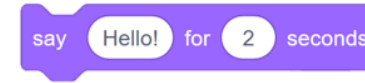


## Events and Actions



This is an Event



These are all actions

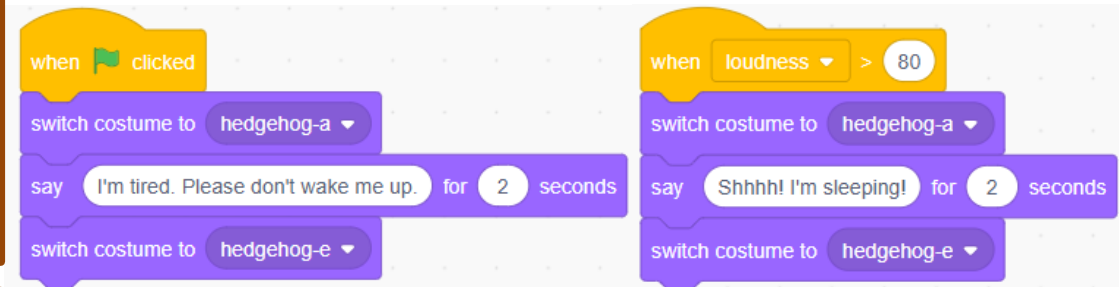
### What I need to know by the end of this unit:

- An event is a trigger that starts a program.
- An action is what the sprite does.
- There are different events that run an algorithm (ie. when sprite is touched/when green flag is clicked).
- A simple algorithm needs events and actions in the correct order to work.
- Events and actions are chosen for a reason depending on what you want the sprite to do.
- A bug is a mistake in code that stops it working correctly.
- Debugging means finding and fixing bugs.
- Predicting what code will do helps find errors.
- Decomposition is breaking down problems into smaller parts.
- That the sequence of commands can affect the outcome.

### Key Vocabulary – Top 5!

- **Event:** the trigger that starts a program, like clicking a sprite or pressing a key.
- **Action:** What the computer or sprite does, like moving, jumping, or making a sound.
- **Bug:** A mistake in the code that stops it working properly.
- **Debug:** To find and fix a mistake in the code.
- **Algorithm:** a set of step-by-step instructions to resolve a problem.

Events and actions are used to create an algorithm.



Hedgehog-a



Hedgehog-e

