



# Data and information – programming B – repetition in games

## Year 4 Knowledge Organiser

### Know how to:

To use count controlled and infinite loops in programming games. To modify loops and design a program.

### Key questions:

Can I develop the use of count-controlled loops?

Can I find the difference between count-controlled loops and infinite loops?

Can I develop a design that uses two or more loops?

Can I modify an infinite loop?

Can I design a project that includes repetition?

Can I create a project that includes repetition?



Key Vocabulary	
Word	Definition
<b>Repetition</b>	When the same action is completed more than once.
<b>Infinite loop</b>	When an action is completed endlessly.
<b>Count controlled loop</b>	A count-controlled loop is so called because it uses a counter to keep track of how many times the algorithm has been shown.