

# Computing Cycle A 3/4

## Programming B - Repetition in games - Unit 4.6

### Lesson 1

How do you use count-controlled loops in different programming environments?

Scratch  
programming  
sprite  
blocks  
code  
loop  
repeat  
value

### Lesson 2

What are infinite loops and count-controlled loops in programming?

infinite loop  
count-controlled  
loop  
costume

### Lesson 3

How do you include two or more loops which run at the same time in a design?

repetition  
forever  
animate  
event block  
duplicate

### Lesson 4

How do you modify an infinite loop in a given program?

modify  
design

### Lesson 5

What project can I design that includes repetition?

algorithm

### Lesson 6

What project can I create that includes repetition?

+  
Assessment

debug  
refine  
evaluate

What will we be learning about over the coming weeks?