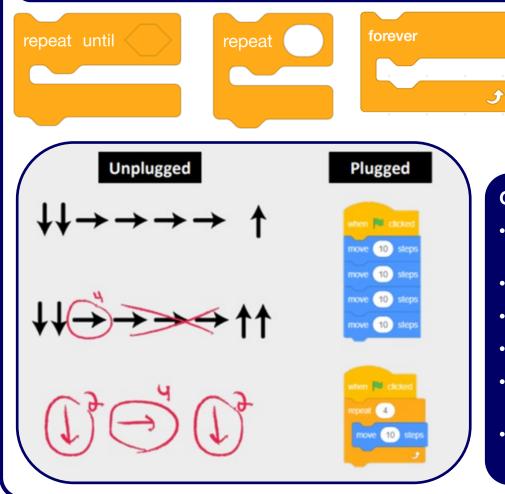
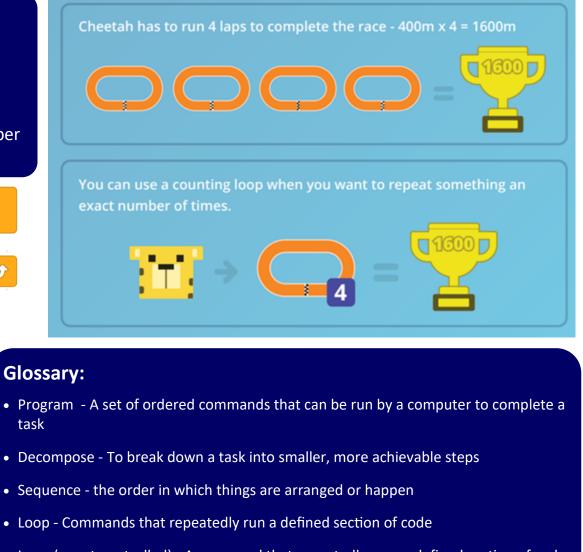
Year 4 - Computing - Repetition in Games



Sticky Knowledge:

- To know a loop command in a programme can be used to repeat instructions.
- To know a forever loop repeats instructions until the programme is stopped.
- To know a count-controlled loop stops after a specific number of times.





- Loop (count-controlled) A command that repeatedly runs a defined section of code a predefined number of times
- Debug The process of finding and correcting errors in a program

task

