



L.I. To create a computer program

Sit with a partner who you will work well with doing computer programming for four lessons then think about:

Can you name any computer programming languages?





L.I. To create a computer program

Sit with your partner from last week
then carry on working on your *Python*
programming skills in the *Pythonista*
app.





L.I. To create a computer program



A programming language is used to give a computer commands to do a task.





L.I. To create a computer program

What is the purpose of a programming language?

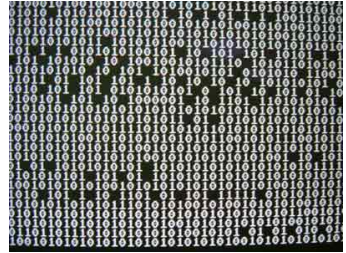
```

1 print 'Hello world'
2 print '\n'
3 print 'I am learning python'

```

Code written in a programming language

Interpreted



Machine code made of binary numbers (0s and 1s)

Processed



```

> Hello world

I am learning python

```

Computer program is run

<http://www.bbc.co.uk/newsround/23476295>



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Why learn the Python programming language?



- ✓ It uses as few lines of code as possible so is easy to write.
- ✓ It works on *iPads*, PCs and *Raspberry Pi* computers.
- ✓ It is named after a TV comedy show called *Monty Python*.



L.I. To create a computer program

① Open *Pythonista* 

② Enter commands to create programs:

Good

✓ **Sequence commands** to create a program with a purpose

✓ Run the program



Great

✓ Explain the **function** and **sequence** of commands

✓ **Test, debug** and **modify** a program to improve it

www.simonhaughton.co.uk

Super

✓ **Create and develop your own computer program** with a purpose



L.I. To create a computer program

Sit with your partner from last time.

Label the different parts of this program.

Then carry on working on the sheet you are up to.

```
def counter(score):  
    score = score + 1  
    print 'Well done! Your score is', score  
  
score = 0  
  
answer = raw_input('Is grass green?')  
if answer == 'yes' or answer == 'YES':  
    counter(score)  
else:  
    print 'Wrong'  
  
answer = raw_input('Is an elephant red?')  
if answer == 'no' or answer == 'NO':  
    counter(score)  
else:  
    print 'Wrong'
```

Five empty rounded rectangular boxes are arranged vertically on the right side of the slide. Arrows point from each box to a specific line or block of code in the Python program on the left, intended for labeling the code components.



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    score = score + 1  
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answer = raw_input('Is an elephant red?')  
if answer == 'no' or answer == 'NO':  
    counter(score)  
else:  
    print 'Wrong'
```

function

variable

user input

print command

conditional (if) statement

A diagram showing a code block on the left and five labels in rounded rectangles on the right. Arrows point from each label to a specific part of the code: 'function' points to the function definition, 'variable' points to 'score = 0', 'user input' points to 'raw_input', 'print command' points to 'print', and 'conditional (if) statement' points to the 'if' statements.