

**Sequence**  
**Selection**  
**Repetition**  
**Iteration**  
**Variable**

# Key words

# Sequence

# Key words

## Sequence

Sequence means putting things in the right order

In computing, it's important to put computer code or instructions in the right order

Otherwise the code won't necessarily do what you want it to

# Key words Selection

# Key words

## Selection

Selection means making a choice

In computing, we use selection to decide what to do next in a program or set of instructions

To do this, we usually use a set of instructions called IF – THEN – ELSE

**Key words**

**Repetition**

# Key words

## Repetition

Repetition is when you repeat the same thing

Sometimes we want to repeat something forever – we might use a Forever block in Scratch to do this

At other times, we want to repeat something until something else happens – running out of lives in a game, for example

# Key words

# Iteration



# Key words

## Iteration

The same thing as repetition - but a better word for it!

# Key words

# Variable

# Key words

## Variable

An area of computer memory where a value can be stored - like a score, lives, or a player name

They let you keep track of some data

Variables can be changed and new variables can be created

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