Your Family Code Night "Big Ideas"

The Code.org puzzles you completed include 6 "Big Ideas" in coding for kids – ideas that real programmers use every day!

1. A Program is a list of instructions you create to tell a computer what to do.

   When you write a program, you create what you see on the screen. If you learn computer science, you can create nearly anything you can imagine (all puzzles).

2. A Repeat Loop repeats any block or blocks you put inside it, as many times as you say, or until a goal is reached.

   Repeat Loops let you write programs faster (Puzzle #6).

3. Code Efficiency means using as few blocks as possible to solve the puzzle.

   View each puzzle's Code Efficiency numbers! (all Puzzles).

4. There are no Mistakes in Coding – just de-bug to fix it!

   If your code doesn't work right, you just find out why, and fix it – it's called "debugging" or "bug-fixing." Programmers are bug-fixing all the time, it's part of the fun (all puzzles)!

5. A Conditional is an "if-then" statement in your code.

   Conditionals let your code see and react: If there is a path forward, then move one step forward. You use conditionals all the time: If it's raining, then take an umbrella (Puzzle 14)!

6. An If-Else statement lets your code decide things.

   If-Else makes conditionals even smarter: if one thing, do this; if not, do something else (Puzzle 16)