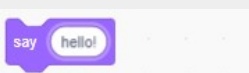
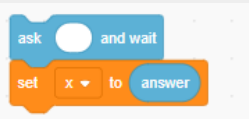
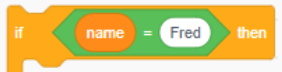
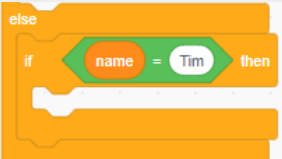


Year 6 Computing Knowledge Organiser - We are adventure developers

Python Commands	
Python	Scratch Equivalent
<code>print("hello!")</code>	
Prints a value on screen (in this case, hello!)	
<code>x=input(" ")</code>	
Inputs a value and stores it into the variable x.	
<code>if name == "Fred":</code>	
Decides whether the variable 'name' has a value which is equal to 'Fred'.	
<code>elif name == "Tim"</code>	
elif (short for else if) is for when the first if condition is not met, but you want to specify another option.	
<code>else:</code>	
The other option if the conditions for an if statement are not met (eg. name = 'Bob' when it should be Fred)	
<code>\n</code>	Inserts a new line into the text.

defines the procedure for the meadow 'room'

Displays the following text on screen

Prompts the user for input, storing their choice in the choice variable

First part of the selection statement

These spaces are important

introduces another possible choice

These spaces are important

```

import random

def meadow():
    print ("You are standing in a meadow. \n\
    In the distance there is a forest and what seems to \n\
    be a cave.")
    choice = input ("Choose forest or cave: ")
    if choice == "forest" :
        forest()
    elif choice == "cave":
        cave()
    else:
        print("That's not one of the choices! Try again.")
        meadow()

def forest():
    options = ["pine", "oak", "beech"]
    print ("You are in a dark " + random.choice(options) + \
    " forest.\n\
    A path is ahead, a clearing is to the right.")
    choice = input ("Choose path or clearing: ")
    if choice == "path" :
        path()
    elif choice == "clearing":
        clearing()
    else:
        print("That's not one of the choices!")
        forest()

```

allows the program to use Python's randomisation commands

Inserts a new line in the displayed text

the : is important – the code that follows is executed if the choice is 'forest'

what happens if none of the above conditions are met. Again the : is important.

assigns a list of the options available

continues the program command on the next line

chooses randomly from the options

Key Vocabulary	
procedure	A sub program which performs a particular operation before passing control back to the program which called it.
Python	Text-based programming language, seen as suitable for beginners but used for real world programming, particularly in the academic community.
repetition	A programming construct in which one or more instructions are repeated, perhaps a certain number of times, until a condition is satisfied or until the program is stopped.
selection	A programming construct in which the instructions that are executed are determined by whether a condition is met.
syntax	The correct spelling, punctuation and grammar for a text-based programming language.
variable	A way in which computer programs can store, retrieve or change simple data, such as a the time left, or the user's name.