KRISS KROSS PUZZLE
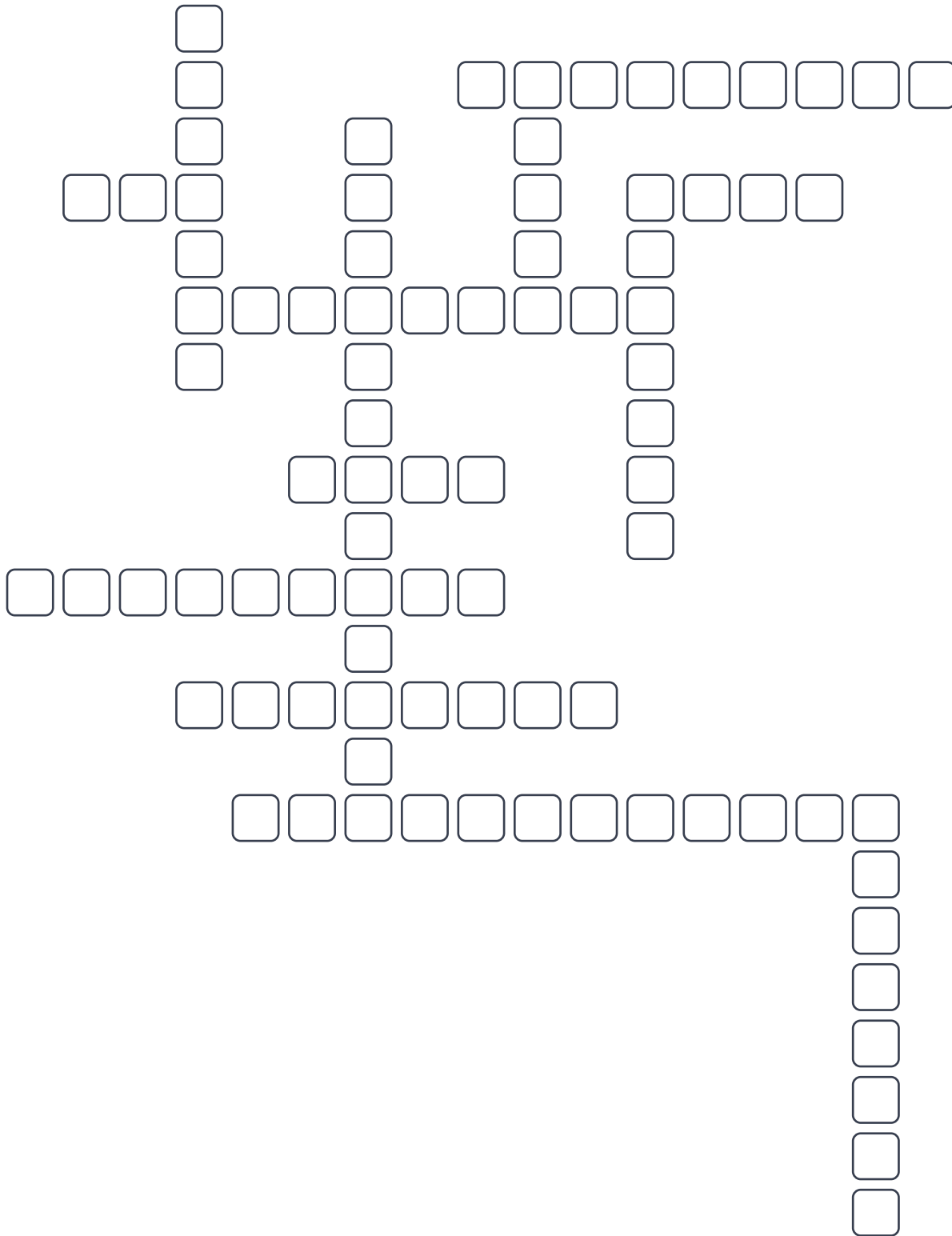
3-Letter Words
Bug

4-Letter Words
Code
Loop

5-Letter Words
Event

7-Letter Words
Command
Program

8-Letter Words
Sequence
Variable

9-Letter Words
Algorithm
Branching
Debugging

12-Letter Words
Conditionals

13-Letter Words
Decomposition

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VOCABULARY LIST

- **Algorithm** – A list or set of instructions given to a computer to do a task. For example, following a recipe on how to bake a cake.

- **Branching** – Checking conditions by making a decision that depends on what is happening or what has happened. For example, before getting ready to go outside you check the weather.

- **Bug** – Stops a program from running its code properly. For example, if you saw a bug in your soup you would stop eating it until it is safely removed.

- **Code** – The method of giving instructions to a computer to tell it what to do. For example, if you were to tell someone how to brush their teeth you might talk directly to them.

- **Command** – A specific instruction given to a computer to perform a specific task. For example, if you told a dog to sit and they sat down.

- **Conditionals** – If something is true then it will be followed by an action and if it is false then it will be followed by a different action. For example, if it is raining outside you would choose to bring an umbrella but if it is sunny you would take your sunglasses.

- **Debugging** – Finding then fixing a problem in a code, algorithm or program. For example, removing a bug that flew into your soup so you can eat the soup.

- **Decomposition** – Breaking down problems into smaller steps to make it easier. For example, to brush your teeth you will first need a toothbrush and toothpaste. Next, you need a sink with running water. Next, you need to put toothpaste onto your toothbrush. Next you will…

- **Event** – An action code that causes something to happen. For example, when I say GO you will run as fast as you can across the yard.

- **Loop** – An action in a code that causes the code to repeat over and over. For example, instead of telling someone to cut a piece of cake, then cut another piece, then cut another piece, you could say, cut enough cake for three people.

- **Program** – The art of creating an algorithm that a computer can follow to do something. For example, creating step-by-step rules to play a game you created so others can play it.

- **Sequence** – Completing a task in a specific order. For example, when baking a cake you can't put it in the oven until all the ingredients are added and stirred.

- **Variable** – A temporary piece of information that can change in a code. For example, a variable is something that can change in a game like the score. If you shoot a soccer ball into the next, then you will get a point.