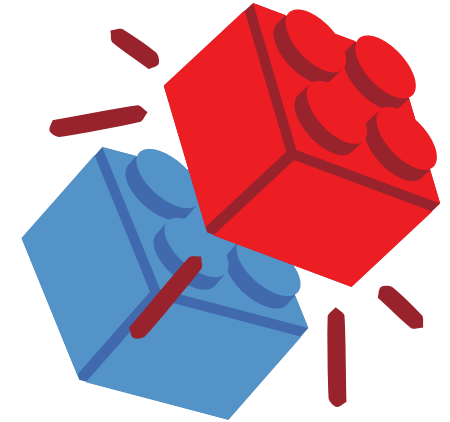


Decomposition

Breaking down into parts

Decomposition is breaking a problem or system down into its parts.



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Tinkering

Experimenting and playing

Tinkering means changing things to see what happens.



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Logic

Predicting & analysing

Logic helps us to establish and check facts, and make predictions.

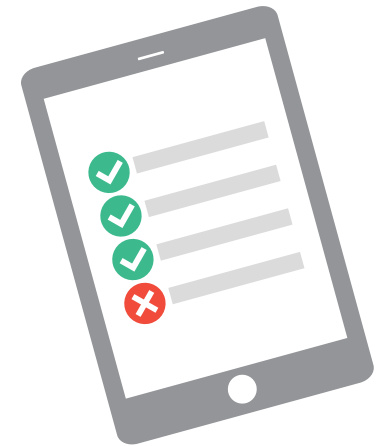


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Algorithms

Making steps & rules

An algorithm is a precise sequence of instructions, or set of rules, for performing a task.

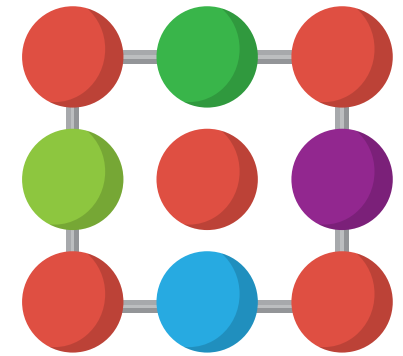


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Patterns

Spotting & using similarities

By spotting patterns we can make predictions, create rules and solve other problems.



Creating

Designing & making

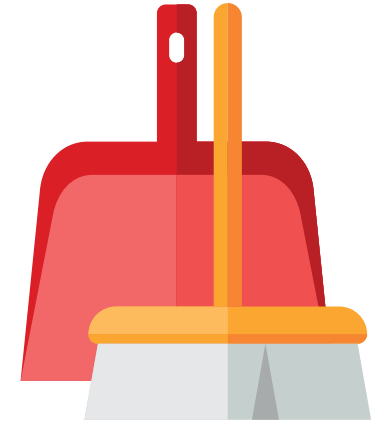
Creating is about planning, making and evaluating things; e.g. animations, games or robots.



Abstraction

Removing unnecessary detail

Abstraction is identifying what is important and leaving out detail we do not need.



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Debugging

Finding & fixing errors

Debugging is about finding out what is wrong in an algorithm or program and fixing it.



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Evaluation

Making judgements

We use evaluation when we make judgements based on different factors, such as design criteria and user needs.



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Persevering

Keeping going

Persevering is never giving up, being determined, resilient and tenacious.



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Collaborating

Working together

Collaborating means working with others to ensure the best result.

