



What is coding?

Instructions: No answer bank: write or fix the Lua code. Number the steps in order, answer the case study questions, explain the key terms, then write full-sentence answers and plan the extended answer.

1. Code puzzles

Question	Working and answer
Write the Lua line that shows Hi in the Output window.	
What does <code>print("Go!")</code> show?	
Fix it: <code>Print("Hi")</code>	
Fix it: <code>print("Hi"</code>	
How many lines run? <code>print("A")</code> <code>print("B")</code> <code>print("C")</code>	

Did you know?

- Lua means 'moon' in Portuguese. It was made in Brazil in 1993.
- In Roblox Studio, code goes inside a Script object.
- Lines starting with `--` are comments: notes for people that the computer skips.
- Programmers say a computer is 'literal': it does exactly what it reads.

Background

A computer is clever, but it cannot guess. It only does what we tell it. The list of instructions we give it is called code, and writing code is called coding or programming. A person who writes code is a coder or programmer. Games, apps, cartoons and robots all run on code.

2. Steps in order

Number the steps 1 to 5 (1 = first).

1	Break it up: Split the job into small steps
2	Run: Press go and watch what happens
3	Order: Put the steps in the right order
4	Think: Decide what you want the computer to do
5	Code: Turn each step into a block or a line of code

4. Key terms

Key term	What does it mean? Give an example.
Code	
Algorithm	
Sprite	
Program	
Block	

3. Case study

Tayo types `print(Hello)` and presses Play. The Output window shows `nil` instead of `Hello`. He is sure the computer is broken.

Case study: Tayo's first line of Lua

1. What did Tayo forget?

2. Write the correct line.

3. Why did it print `nil`?

5. Think it through

1. Explain why an algorithm should be planned before coding.

2. Explain what the Output window is for.

6. Longer answers (full sentences)

1. Describe the difference between block code and typed Lua code.

2. Write an algorithm of 5 steps for making a drink of squash.

3. Why do coders use comments?

4. Explain in your own words: What is the difference between block code and typed code?

7. Extended answer

Extended answer: 'Anyone can learn to code.' How far do you agree?

Plan: introduction · point for (example) · point against (example) · conclusion with your judgement.
