

Knowledge Organiser

Year: 6
Summer 1 & 2



Why is the World So Angry?

We Are Adventure Gamers

Useful Websites

- <https://www.python.org/>
- <https://www.learnpython.org/>
- <https://www.codecademy.com/catalog>
- http://textadventures.co.uk/games/view/5zyoqrsugeopel3fhz_vq/zork

What will I know about being an Adventure Gamer by the end this Unit?

- Learnt a few commands of a text based programming language (Python) enabling progression from Scratch.
- Used commands to display text on screen, accept typed user input, stored and retrieved data using variables and a list.
- Plan a text-based adventure with multiple 'rooms' and user interaction using syntax (a text-based programming language).
- Thoroughly debug the program

Key Vocabulary

Python	A high level programming language.
repetition	the action of repeating something that has already been written.
Variable	An element, feature, or factor that is liable to vary or change.
selection	The action of carefully choosing something as being the best or most suitable.
print	To reproduce especially in large quantities, by a mechanical process involving the transfer of text or designs to paper.
procedure	A series of actions conducted in a certain order or manner.
Syntax	A set of rules that defines how a Python program will be written and interpreted

```

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()

```

Python Syntax

Annotations:

- 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
- 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

