


Basic commands	The simplest instructions that can be used.
Bug	A mistake or error in the code, stopping the program from working as intended.
Code (computer)	A set of instructions written in programming language, to tell a computer what to do.
Code (verb)	To write in programming language (code).
Debug	To remove and repair the error or mistake in computer code.
Error	A mistake or a fault in software.
Live loop	Like loops, but instead of repeating a number of times, they go on forever. You can also have multiple running at the same time.
Loop	A repeated sequence of instructions.
Pitch (music)	A musical term which refers to how high or low a note is.
Program language	The particular library of code which a piece of software is written in, for example Java and C++.
Rhythm	A musical term that refers to the 'pattern' of long and short notes.
Sonic Pi 	A coding program specifically dealing with music, that is based upon a computing language called Ruby.
Soundtrack	A music recording that accompanies a film or tv show.
Tempo (music)	A musical term which refers to the speed of the music.
Timbre (music)	A musical term which refers to the characteristic trait of a sound.
Tinker	To explore and play with something to discover the key functions.

Live loop:

```
live_loop :beats do
  sample :bd_haus
  sleep 0.5
end
```

Simple melody:

```
play 70
sleep 1
play 75
sleep 0.5
play 82
```

Selecting sounds:

```
sample :drum_cowbell
use_synth :tb303
sample :ambi_choir
```

The Sonic Pi interface

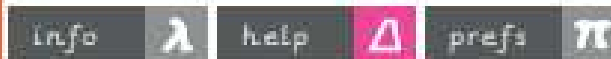
Play controls:



Editor controls:



Information and help controls:



Code editor: Design the track here in: Ruby code

```
1 use_synth :tb303
2 play_chord [62, 64, 66]
3
```

Scope: View the rhythm of your coded track



Log viewer: View Sonic Pi instruction here:

```
> Redefining fn: live_loop_drive
```

Links to other computing topics:

Y4 – further programming with Scratch, Y6 – intro to Python