

CodeRealm — Concept Poster

Print this and pin it up — an at-a-glance map of the CodeRealm cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

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Meet the cast — and what each one teaches

Character	What they carry
Stash	Variable / storage — the labeled box that holds a value until you call for it
Fork	Conditional / branching — chooses a path based on what's true right now
Trek	Loop / iteration — keeps going around until the work is done
Module	Function / encapsulation — does one job well and can be called anywhere
Glitch	Debugging / inspection — finds bugs gently, never shaming; 'there's always a reason'
Order	Sequence / syntax — reminds you that order matters in code
Row	A list: many values lined up in a numbered row, so you can grab item number three instantly or walk through them one by one.
Port	Input and output: the doorway that brings information in from the world (a key press, a sensor) and sends results back out.
Ping	An event: a waiting bell that does nothing until its trigger happens, then runs its code the instant it is struck.
Shuffle	Randomness: a fresh unpredictable value each time — a dice roll, a shuffled deck — so a program can surprise, vary, and stay fair.

Key ideas at a glance

The big concepts this cast helps you master:

- Algorithms & Sequences
- Loops & Patterns

- Conditionals & Logic
 - Variables & Data Types
 - Functions & Decomposition
 - Debugging & Testing
 - Data Structures
 - Advanced Algorithms & Complexity
 - Computer Science
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