

# Leintwardine Endowed CE Primary School Learning Journey Key

*'Letting Our Light Shine'*

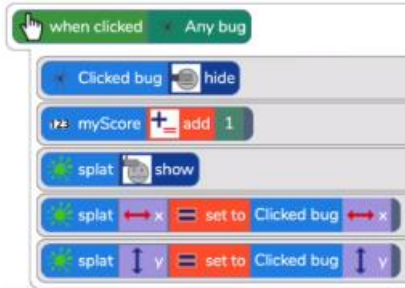
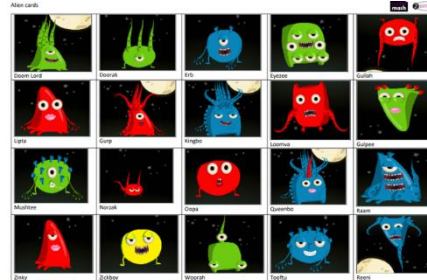
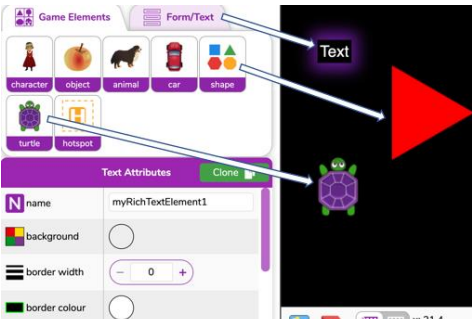
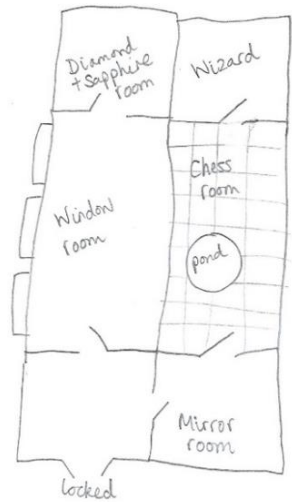
SUBJECT : Computing

YEAR : B

TERM : Autumn 2

YEAR GROUPS : 5-6

**Key Question: How can I create my own text-based adventure game through coding?**

Question	Vocabulary to Use	Information which will help me	Can I....?	
How can I develop a timer and a score into a game?	Timer, score, selection, variables. Launch, command, functions, flowcharts, debug, simulation, user, input, user input, backgrounds, sound, algorithm, scale, block, effects, visual, code, multiple, program, text-based		<ul style="list-style-type: none"> <li>- Debug programs</li> <li>- Include a timer and a score</li> <li>- Create a program that uses multiple functions with the code arranged in tabs</li> <li>- Children can follow flowcharts to create and debug code</li> <li>- Children are aware of the need to code for all possibilities when using user input</li> <li>- Children can adapt an existing text adventure so it reflects their own ideas.</li> </ul>	
Can I understand why functions are useful?				
How do I use flowcharts to debug a program?				
How can you use user input to code programs?				
Can you explain what a text-based game is?		