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	Informatio	n which will help me		Can I?
How can I develop a timer and a score into a game? Can I understand why functions are useful? How do I use flowcharts	Timer, score, selection, variables. Launch, command, functions, flowcharts, debug, simulation, user, input, user input, backgrounds, sound, algorithm, scale, block, effects, visual, code, multiple, program,	When clicked Any bug       Clicked bug hide         Clicked bug hide       Image: Splat image: Spla	Image: set of the set o	Rocking Horse Click the horse horse rocks 20° right Wait 1 second horse rocks 40° left	<ul> <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</li> </ul>
to debug a program? How can you use user	text-based	Game Elements Game Elements Game myRich Text Clore Clore	Dismand e + Septrom Willard Chess	Wait 1 second	follow flowcharts to create and debug code - Children are aware of the
input to code programs?		border width border colour border colour	Ninder) ( oom ( pend	horse rocks 30° left Wait 1 second	need to code for all possibilities when using user input - Children can
Can you explain what a text-based game is?			Mirror room locked	horse rocks 35° right	adapt an existing text adventure so it reflects their own ideas.