Leintwardine Endowed CE Primary School Learning Journey Itinerary

'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?

Previous Knowledge – We would expect children to already be able to:
Have experience of using iPads, safely, logging in and out of Purple-mash, saving their work at the end of the session. Have used 2Code to create programs using objects, events, actions and backgrounds and created their own alien and football games through coding.

END OF UNIT OBJECTIVES

Some children will not yet have met what is expected and will show that they are **emerging** because they can:	Most children will show that they have reached the **expected** level because they can:	Some children will have gone beyond the expected level and will show that they are **exceeding** because they can:
• plan a program which includes a timer • follow a pre made plan to create a program. • create a program that uses 1 function. • use different tabs • follow flowcharts to create a code. • code programs and input text into the program. • follow through the code of how a text adventure can be programmed in 2Code with support. • design their own text-based adventure game based on one they have played.	• plan a program which includes a timer and a score. • follow their plans to create a program. • debug when things do not run as expected. • create a program that makes use of functions. • create a program that uses multiple functions with the code arranged in tabs • follow flowcharts to create and debug code. • create flowcharts for procedures. • design and play their own text-based adventure game based on one they have played.	• attribute variables to user input. • follow their plans to create a program and evaluate it. • debug when things do not run as expected and create alternative plans. • create a program that uses multiple functions with the codes arranged in multiple tabs. • follow and create their own flowcharts to make and debug codes. • create and follow flowcharts for procedures. • code programs that take text input from the user and use this in the program. • through the code of how a text adventure can be programmed in 2Code. • design, write and play their own text-based adventure game based on one they have played.

ASSESSMENT OPPORTUNITIES
Saving to the Purple mash server and look at their final outcome.
Through questioning, asking and answering – regular sweeps of the classroom to look at their programming.

ENRICHMENT OPPORTUNITIES	SUBJECT SPECIFIC VOCABULARY	CROSS-CURRICULAR LINKS
Helping children to remember more through sticky learning and a vocabulary recap at the beginning of the lesson. Whilst teaching other subjects that relate to coding, instructions, turns – make children aware that this is what we do during computing and stress the significance of this.	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	**Links that we can make to help children make sense of what we want them to know and be able to do.** Maths – links to 360 degree turns and 20 degrees to the right etc. English – following instructions step by step.