Leintwardine Endowed CE Primary School Learning Journey Itinerary

'Letting Our Light Shine'

SUBJECT : Computing	YEAR : B	TERM : Autumn 1	YEAR GROUPS : 3/4

Key Question: How can I code effectively?

Previous Knowledge – We would expect children to already be able to:
Code using algorithms, collision detection, timers, object types and buttons.
Debug their own work.
Use logical decision making and forward planning to achieve a solution.

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:
With support, read and explain a flowchart. When supported, create a computer program that uses a timer-after and timer-every. Use a repeat command. Run, test and debug my programs with help. Follow instructions to use nesting when debugging my program. Using pictures and with support, plan scenes and code before making my own.	Read and explain a flowchart. Use a flowchart to create a computer program. Create a computer program that uses a timer-after and timer-every. Use a repeat command. Run, test and debug my programs. Use nesting when debugging my program. Plan scenes and code before creating my own program.	Clearly read and explain a flowchart and explain how they would improve it. Use timer-after and timer-every effectively and with purpose in own program. Run, test and debug programs independently. Use nesting throughout my coding. Plan well throughout scenes and code before creating my own programs.

ASSESSMENT OPPORTUNITIES
Work created during individual lessons.
Questioning during the lesson.
End of unit task.

ENRICHMENT OPPORTUNITIES **Helping children to remember more** Children code on PurpleMash using ipads.	**SUBJECT SPECIFIC VOCABULARY** action, alert, algorithm, angle, background, block, bug, button, change variable, character, code mode, coder, collision detection, command, control, create variable, debug, debugging, event, get input, if, if/else, input, launch, object, output, print to screen, programmer, properties, repeat, repeat until, scale, selection, sequence, simulation, sound, speed, stop, timer, variable, when clicked, when key, when swiped	**CROSS-CURRICULAR LINKS** **Links that we can make to help children make sense of what we want them to know and be able to do.** D/T WeDo lego coding.