

Leintwardine Endowed CE Primary School Learning Journey Itinerary

‘Letting Our Light Shine’

SUBJECT : Computing	YEAR : B	TERM : Autumn 2	YEAR GROUPS : 3/4
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Key Question: How can I make my coding more advanced?

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

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, change the background on 2Code. Use IF statements in programming with help. Follow instructions to find X and Y properties of objects in my coding. With help, use repeat unit and IF/ELSE statements. Using a keyword mat, explain what a variable is. Follow guidance to create and use variables when programming.	Change the background in 2Code. Plan an algorithm in 2Code. Create a program that includes an IF statement. Use the X and Y properties of objects in my coding. Create a program that uses repeat until and IF/ELSE statements and explain how they work. Explain what a variable is in programming. Create and use variables when programming.	Independently change the background and character on 2Code. Create and debug programs that use IF, repeat unit and IF/ELSE statements and explain how they work. Demonstrate what a variable is in coding and explain why they are used.

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, execute, , get input, if, if/else, input, launch, object, output, print to screen, prompt, predict, 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.
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