Leintwardine Endowed CE Primary School Learning Journey Itinerary

'Letting Our Light Shine'

SUBJECT : Computing	YEAR : A	TERM : Spring 1	YEAR GROUPS : 5/6

Key Question: How can computers help me to write my own adventure story?

Previous Knowledge – We would expect children to already be able to:

- o Familiarity with the functionality of 2Code • Planning and designing for a logical outcome.
- o Game Design planning • Refining and reviewing games
- o Debugging

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:
o Turn a simple story with at least one decision into a logical design using 2Connect with support. o Create individual pages in 2Create a Story with support to link parts in a logical way. o Design a simple map with a sequence of rooms and one item to collect. o Debug a simple program with support. o Use their design to test whether their program has bugs but will need support to identify where these bugs are in their code and to fix them.	o Turn a simple story with 2 or 3 levels of decision making into a logical design using 2Connect. o Make a design map with a sequence of rooms including rooms in which the player needs to make a choice to complete the game and collect items. o Debug as they code and might need some support in identifying the cause of some bugs. o Design to the example program and can predict what will happen in the program using the design document. o Use their design to test whether their program has bugs and identify where in their code, their bugs occur. o Apply their knowledge of coding and the fundamental order of instructions through creating their own story-based adventure game. o Identify errors in their code and specifically errors that could impact on the order of events and specific actions when buttons are pressed.	o Turn a simple story with 3 or more levels of decision making into a logical design using 2Connect. o Make a comprehensive design map with a sequence of rooms including rooms in which the player needs to make a choice and collect items in a certain order to complete the game. o Understand and can adapt the use of variables to their own design and can write code that takes input from the user and gives output to the user. o Use their design algorithm to debug their adventure story and foresee elements that they need to code. o While coding, they refer to and annotate, their design with helpful notes and changes to enable them to debug and to enhance their program.

ASSESSMENT OPPORTUNITIES

Assess effectiveness of the children's stories and whether they are able to debug when bugs occur.

ENRICHMENT OPPORTUNITIES **Helping children to remember more**		SUBJECT SPECIFIC VOCABULARY Text adventures, nodes, web links, code, create, test, debug, sprite, link, e-book, function, selection, variable, repeat, QR codes.	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.