

Leintwardine Endowed CE Primary School Learning Journey Itinerary

‘Letting Our Light Shine’

SUBJECT : Computing	YEAR : B	TERM : Autumn 1	YEAR GROUPS : 5/6
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Key Question: How can I make more complex computer programmes efficiently?

Previous Knowledge – We would expect children to already be able to:
 Have experience of using iPads, safely, logging in and out of Purplemash, saving their work at the end of the session.
 Have used 2Code to create programs using objects, events, actions and backgrounds.

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, begin to simplify code. ...with support, create a playable game. ...with support, program a simulation using 2Code. ...with support, understand what decomposition and abstraction are in computer science. ...with support, take a real-life situation, decompose it and think about the level of abstraction. ...with support, understand how to use friction in code. ...with support, begin to understand what a function is and how functions work in code. ...with support, understand what the different variables types are and how they are used differently. ...with support, understand how to create a string. ...with support, understand what concatenation is and how it works.	...begin to simplify code. ...create a playable game. ...program a simulation using 2Code. ...understand what decomposition and abstraction are in computer science. ...take a real-life situation, decompose it and think about the level of abstraction. ...understand how to use friction in code. ...begin to understand what a function is and how functions work in code. ...understand what the different variables types are and how they are used differently. ...understand how to create a string. ...understand what concatenation is and how it works.	...simplify code. ...create a more elaborate, playable game. ...program a simulation using 2Code. ...understand and explain what decomposition and abstraction are in computer science. ...take a real-life situation, decompose it and think about the level of abstraction. ...understand and explain how to use friction in code. ...clearly understand what a function is and how functions work in code. ...understand what the different variables types are and how they are used differently, making recommendations on which should be used where. ...understand and explain how to create a string. ...understand and explain what concatenation is and how it works.

ASSESSMENT OPPORTUNITIES