



Year: 4

Subject: Computing

Title: Programming

What key knowledge do I need to have before this unit?

What is meant by coding

What is meant by software

How to turn on and log onto a computer.

Key outcomes:

What I need to know by the end of this unit of work:

Explain what a variable is, track and how a condition changes what happens.

Use sensing block and if statements to control game actions.

Debug code by finding and fixing errors

Combine variables, sensors and if/else blocks to build a game.

Key knowledge:

Key Vocabulary:

Definition:

That people use softwares such as scratch for coding.
Scratch is a online block based programme which is aimed to help children practice coding.
That in order to get an out put you must put in input information.
Code blocks snap together to lay out the codes.
You can bring 'sprites' to life, add sounds and design your own background.
Computers only use the information which we tell it.

1. Software
2. Coding
3. Scratch
4. Repetition

1. The secret language and set of instructions that tells a computer or electrical item what to do.
2. Coding is like writing a recipe or a set of step by step instructions but on a computer.
3. A free, visual coding platform designed for children.
4. Is doing or saying the exact same thing over and over again.