

Intent

At Hady Primary School, the children have access to an engaging and inspiring computing curriculum that equips pupils with the essential skill of computational thinking. Children are provided with the opportunity to develop their creativity through the use of a wide range of programs and applications that make deep links with mathematics, science and design and technology. At Hady, children immerse themselves into the world of computer science through first hand use of chrome books, iPads and interactive whiteboards.

Specific Knowledge

Key Vocabulary

Word	Definition
Repetition	Part of a program where one or more commands are run multiple times
Command	A single instruction that can be used in a program to control a computer
Sequence	The order in which instructions occur and are processed.
Program	A set of ordered commands that can be run by a computer to complete a task
Loop (count-controlled)	A command that repeatedly runs a defined section of code a predefined number of times
Loop (infinite)	A command that repeatedly runs a defined section of code indefinitely

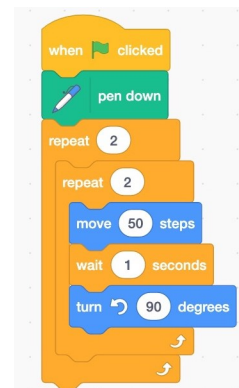
Enabling Knowledge

- To develop the use of count-controlled loops in a different programming environment
- To explain that in programming there are infinite loops and count-controlled loops
- To develop a design that includes two or more loops which run at the same time
- To modify an infinite loop in a given program
- To design a project that includes repetition
- To create a project that includes repetition

How do previous questions/topics link to the current topic?

Learners will have some prior experience of programming

Learners may have had previous experience with unplugged activities, bee-bots or sequencing.



Online Safety

Copyright and Ownership

Strategies for effective reporting and intervention and how bullying and other aggressive behaviour relates to legislation

Assessment— Include additional code that enhances the function of the game and reflects design choices. Run their code and explain how it meets the requirements of the task. Identify how and why their project could be improved