What I Need to Know: Y4 Computing: Programming A – Repitition in shapes

We nurture the curiosity to learn, the courage to lead and the compassion to care.

In this unit we are learning to program by planning, modifying and testing commands to create shapes and patterns using Logo. We will learn about repetition and creating loops.

Create, Communicate & Evaluate	
Design a wrapping paper using more than one shape	
Question, Reason, Discuss & Explain	
Explain the effect of changing a value of a command	
Identify repetition n everyday tasks	
Explain the effect of changing the number of times a task is repeated	
Discuss and explain every day tasks in terms of decomposition and code snippets	
Know & Do	
Program a computer by typing commands Create a code snippet for a given purpose	
Use a template to draw what I want my program to do Write and test an algorithm	
Use a count-controlled loop to produce a given outcome	
Choose which values to change in a loop	
Create a program that uses count controlled loops	
Develop my program by debugging it	

Vocabulary I need to know…
program, turtle, commands, code, snippet, algorithm, design, debug, logo commands, pattern, repeat, repetition, count-controlled loop, value, decompose, procedure

Opportunities to support English and maths
• Solve problems by decomposing them into smaller parts • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Curriculum Links and Enrichment Activities
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