

# What I need to know: Y4 Computing - Programming 1 Coding with Scratch

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

Name:

Class:

For the next 5 weeks we are looking at variables and algorithms in coding.

What I will know about coding	✓	Start	End
That a variable is a value that can change		<input type="radio"/>	<input type="radio"/>
How to create variables in Scratch		<input type="radio"/>	<input type="radio"/>
How to use variables to create a quiz in Scratch		<input type="radio"/>	<input type="radio"/>
How to use decomposition to solve a problem by finding out what code was used		<input type="radio"/>	<input type="radio"/>
How to use variables to make code more efficient		<input type="radio"/>	<input type="radio"/>
How to create algorithms for a specific purpose		<input type="radio"/>	<input type="radio"/>
How to use code to make a game		<input type="radio"/>	<input type="radio"/>
How to use decomposition to solve a problem by finding out what code was used		<input type="radio"/>	<input type="radio"/>

Skills I may use...	
<b>Remember:</b> name, identify, describe	<b>Analyse:</b> investigate, infer, select, clarify, imagine
<b>Understand:</b> predict, recall, interpret	<b>Create:</b> plan, design, construct, speculate
<b>Apply:</b> use, show, relate, demonstrate	<b>Evaluate:</b> compare, assess, judge

Vocabulary I need to know...		
1. I have heard the word, but I don't know what it means	2. I understand what the word means	3. I can explain what the word means and give other examples
broadcast block, code blocks, conditional, coordinates, decomposition, features, game, information, negative numbers, orientation, parameters, position, program, project, script, sprite, stage, tinker, variables		

Opportunities to support English and Maths
<ul style="list-style-type: none"> <li>Skim and scan coding to retrieve information</li> <li>Create &amp; write engaging questions to use in a quiz game</li> <li>Use discussion to develop understanding</li> <li>Work systematically to create codes</li> <li>Use logic reasoning to explain how simple algorithms work.</li> <li>Recall and use multiplication and division facts for the 3, 4 and 8 times tables</li> </ul>

Curriculum Links and Enrichment Activities
<ul style="list-style-type: none"> <li>Visit / visitor</li> </ul>

**Respect**

**Responsibility**

**Reflection**

**Resilience**