## What I Need to Know: Y4 Computing: Programming B – Repetition in games

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

In this unit. we will explore repetition in programming using Scratch. We will make comparisons with Logo and look at the difference between count-controlled loops and infinite loops. We will also modify existing animations and games using repetition.

Create, Communicate & Evaluate	
Design and create a game which uses repetition, applying stages of programming design & refining my design	
Question, Reason, Discuss & Explain	
Explain that in programming there are infinite loops and count-controlled loops	
Recognise that some programming languages enable more than one process to be run at once	
Explain what the outcome of the repeated action should be	
Evaluate the effectiveness of the repeated sequences used in my program	
Explain the effect of my changes	
👸 Know & Do	
List an everyday task as a set of instructions including repetition	
Modify a snippet of code to create a given outcome	
Modify loops to produce a given outcome and choose when to use a count-controlled and an infinite loop	
Develop a design that includes two or more loops which run at the same time	
Re-use existing code snippets on new sprites	
Select key parts of a given project to use in my own design	

## Vocabulary I need to know...

scratch, programming, sprite, blocks, code, loop, repeat, value, forever, infinite loop, count-controlled loop, animate, costume, event block, duplicate, modify, debug, refine, evaluate, algorithm

## **Opportunities to support English and maths**

• Repetition in poetry

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• Conjunctions - for, while in writing

## **Curriculum Links and Enrichment Activities**

- Compare to real life examples of repetition, and identify which parts of instructions are repeated.
- Online safety: keep personal information private, collaborating with other users, giving credit to creator
- Link to repetition used in Y3 computing and creating a musical sequence
- Make links to computing games which use loops and repetition for characters in games

Reflection

Resilience