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.

Name: Class:

In this unit we are learning to work collaboratively on documents and to suggest changes. We will be planning a survey using Microsoft Forms and exporting data to spreadsheets.

What I will know about coding	✔	Start	End
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		◯	◯

Skills I may use…	
Remember: name, identify, describe	**Analyse**: investigate, infer, select, clarify, imagine
Understand: predict, recall, interpret	**Create**: plan, design, construct, speculate
Apply: use, show, relate, demonstrate	**Evaluate**: 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
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
• Using word processing software to make suggestions or comment on someone else's work • Writing and editing their work and those of others using software and collaborative learning • Use discussion to develop understanding • Propose changes to spellings, grammar and vocabulary to improve their work • Plan and create a survey considering suitable questions

Curriculum Links and Enrichment Activities
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Respect   *Responsibility*   *Reflection*   *Resilience*