Computing

BUILD AND PROGRAM MOVING MODELS

National Curriculum

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Key Vocabulary			
modelling	lego	bluetooth	technology
build	program	debug	construct
connect	dongle	measure	speed
Substantive- Subject Knowledge		Bigger Picture- Supporting Words	

Intents	Student
Do I know the vocabulary associated with the building the model and can communicate how it works?	
Can I build a Lego model and program it to move using Bluetooth?	
Can I debug to fix difficulties and get the model to move?	
Can I reflect on learning by understanding successes and how to improve when building and programming a model?	