

# COMPUTING

## Design, write and debug programs. Autumn 2

### 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

Key Vocabulary			
coding	algorithm	world space	bot
control	camera angle	object	program
variables	when/do	parameters	interface tools
edit	export	menu/submenu	debug
testing phase	scoring system	value	
Substantive- Subject Knowledge		Bigger Picture- Supporting Words	



Intents	Student
Do I know and use the vocabulary associated with code-based game building?	
Can I create a Kodu based game and program it to be played by 2 player?	
Can I create a Kodu collecting based game and program a score-based system?	
Can I create a Kodu based game based on time and racing for 2 players?	
Can I debug to fix code to change parameters and variables?	
Can I edit and recode created games to change and make my own?	