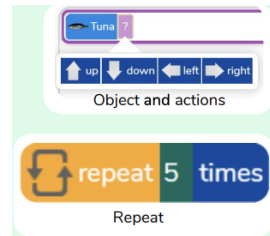
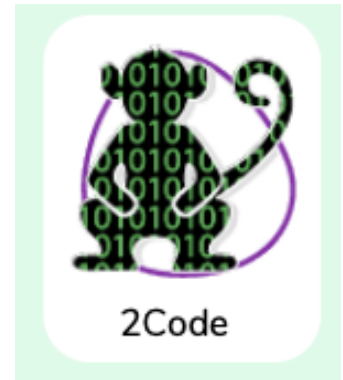


Coding Computing



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

action	collision detection	flowchart	repeat
alert	debug	interval	sequence
attribute	design	nesting	timer
Substantive- Subject Knowledge		Bigger Picture- Supporting Words	

Intents	Pupil	Teacher
Do I understand what a flowchart is and how they are used in computer programming?		
Do I understand there are different types of timers?		
Do I know how to use the repeat command?		
Do I recognise the importance of nesting when coding, testing and debugging?		
Can I design a program?		
Can I use design documentation to code a program?		