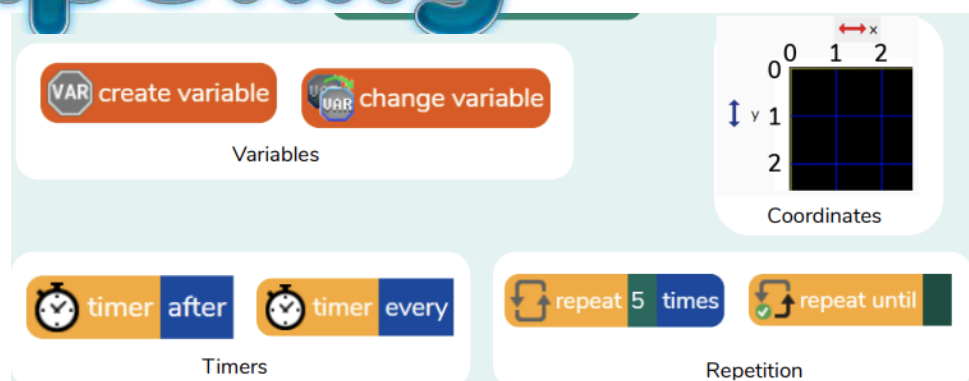


Coding Computing



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

Key Vocabulary			
co-ordinates	'If' statement	creativity	resilience
debug	'If/Else' statement	reasoning	accuracy
design	initialise	problem-solving	decision-making
Substantive- Subject Knowledge		Bigger Picture- Supporting Words	

Intents	Pupil	Teacher
Can I create a simple computer program using coding structures previously encountered?		
Do I know what selection means in computer programming?		
Do I know how to use co-ordinates in computer programming?		
Can I explore methods that introduce loops in coding?		
Do I understand what a variable is in programming?		
Can I create a game that keeps score?		