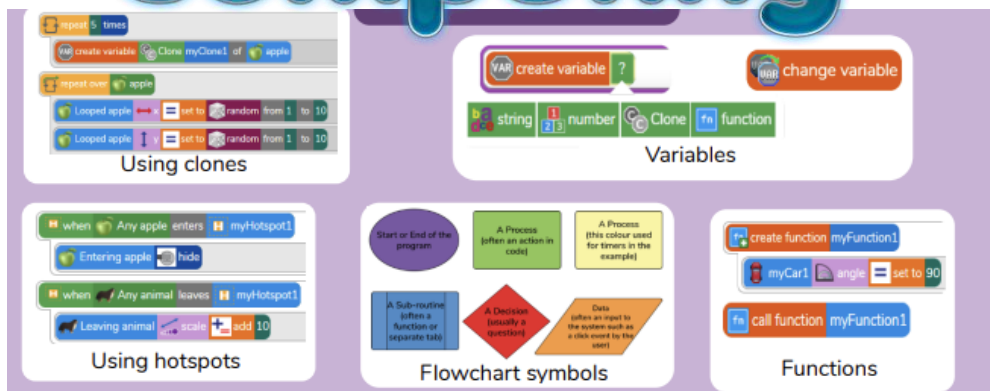


Coding Computing



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

abstraction	logic	prompt	instructions
clone	hotspot	simulation	user interface
concatenation	initialise	problem-solving	text-based adventure
Substantive- Subject Knowledge		Bigger Picture- Supporting Words	

Intents	Pupil	Teacher
Do I understand ways to use cloning in 2Code?		
Can I explore the use of hotspots in 2Code?		
Do I understand the different options for generating and using user input in 2Code?		
Can I use flowcharts to test and debug a simulation?		
Can I use program design documentation to produce a program?		
Do I understand how 2Code can be used to make a text-based adventure game?		