



Edenfield C E Primary School

Medium Term Plan - Sequence and Progression

Subject: Computing

Unit: Year 4 - Computational Thinking

Key Vocabulary

- Program
- Code
- Algorithm
- Debug
- Sequence
- Logic
- Reasoning
- Repetition
- Error

Lesson Sequence

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| 1. LO: To use sequences in a program |
| 2. LO: To write programs to accomplish specific goals |
| 3. LO: To read what a program does |
| 4. LO: To use reasoning to detect errors |
| 5. LO: To make corrections to sequences |
| 6. LO: To use repetition in a sequence |
| 7. |
| 8. |
| 9. |

Skills

- Write programs that accomplish specific goals.
- Use sequence in programs.
- Read what a sequence in a program does.
- Design programs, showing skills needed to plan and implement a task/problem that accomplish specific goals.
- Design programs showing appropriate planning and implementing skills.
- Create programs that implement algorithms to achieve specific goals.
- Debug programs that accomplish specific goals through self and peer assessment.
- Use sequence, repetition and selection in programs.
- Use sequences of commands to control physical devices using outputs.
- Demonstrate and develop a sense of audience when appropriate.
- Use and debug programs that control physical devices Note real or screen simulations could be used.
- Use logical reasoning to detect and correct errors in programs.

By the end of the unit pupil will know:

- Understand how to plan and write programs that accomplish specific goals.
- Understand that computers can collect data from various inputs.
- Know what debugging is and how it can be used to achieve specific goals.
- Understand that planning is a vital part of designing programs.
- Understand that evaluation is a vital part of the design process.
- Understand what the terms sequence, repetition and selection mean and know how to use them in programs.
- Understand how to use logical reasoning to detect errors in programs.
- Understand how to use logical reasoning to correct errors in programs.