

Computing Progression – Programming

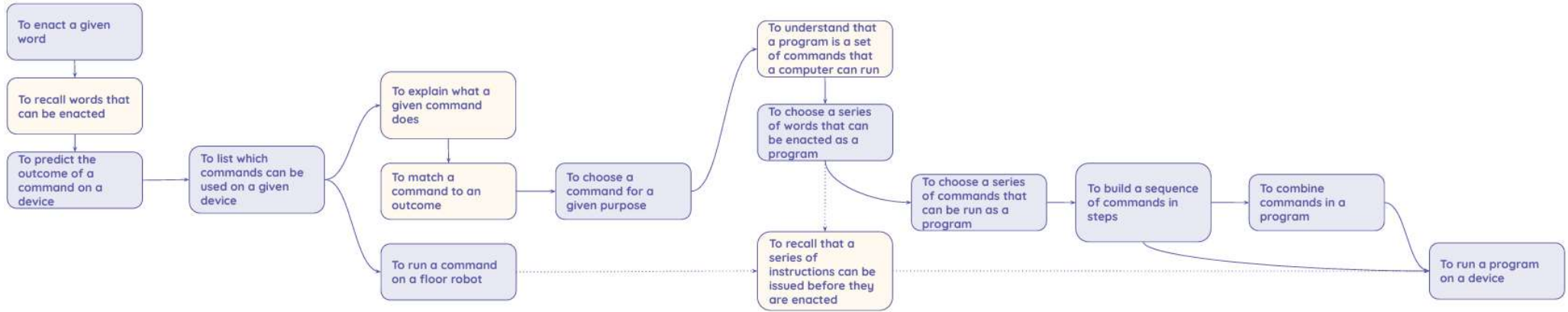
Programming		
	<i>Year 1 pupils will...</i>	<i>Year 2 pupils will...</i>
Concepts	<p>Recall words that can be enacted.</p> <p>Explain what a given command does.</p> <p>To match a command to an outcome.</p> <p>To understand that a program is a set of commands that a computer can run.</p> <p>To recall that a series of instructions can be issued before they are enacted.</p> <p>That an algorithm is a series of commands in steps.</p>	<p>To describe that a series of instructions is a sequence / algorithm.</p> <p>To explain what happens when we change the order of instructions.</p> <p>To recognise that you can predict the outcome of a program.</p> <p>To use logical reasoning to predict the outcome of a program.</p>
Skills	<p>To enact a given word.</p> <p>To predict the outcome of a command on a device.</p> <p>To list commands which can be given on a device.</p> <p>To run a command on a floor robot (e.g. Beebot).</p> <p>To choose a command for a given purpose.</p> <p>To choose a series of commands that can be run as a program.</p> <p>To build a sequence of commands in steps and combine commands in a program and run it.</p>	<p>To choose a series of words that can be enacted as a sequence.</p> <p>To choose a series of instructions to put together as an algorithm and run as a program.</p> <p>To create a program.</p> <p>To run a program on a device.</p> <p>To trace a sequence to make a prediction.</p> <p>To test a prediction by running a the program.</p> <p>To 'debug' a program I have written – make changes to improve or fix problems.</p>

Key:

Concept

Skill

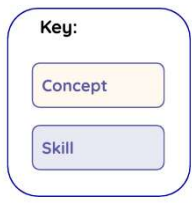
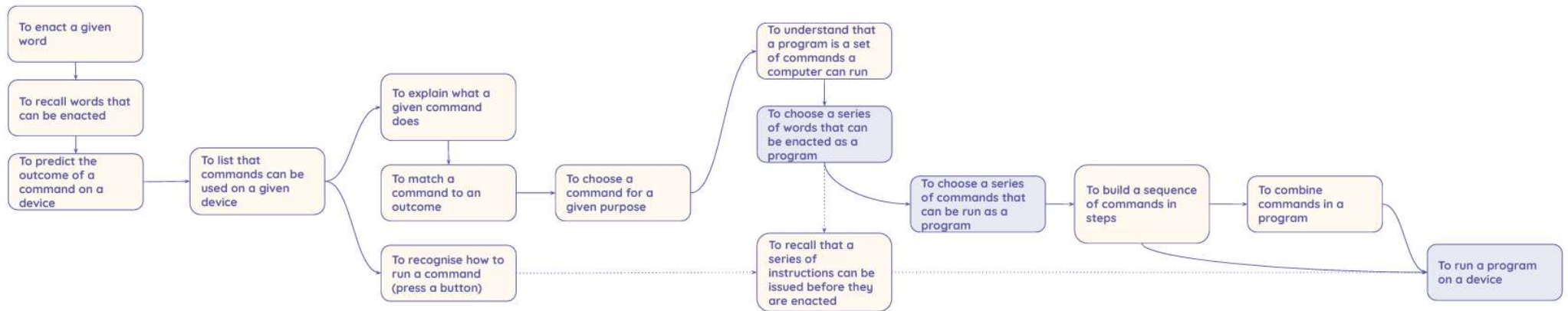
Year 1 – Moving a Robot



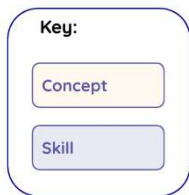
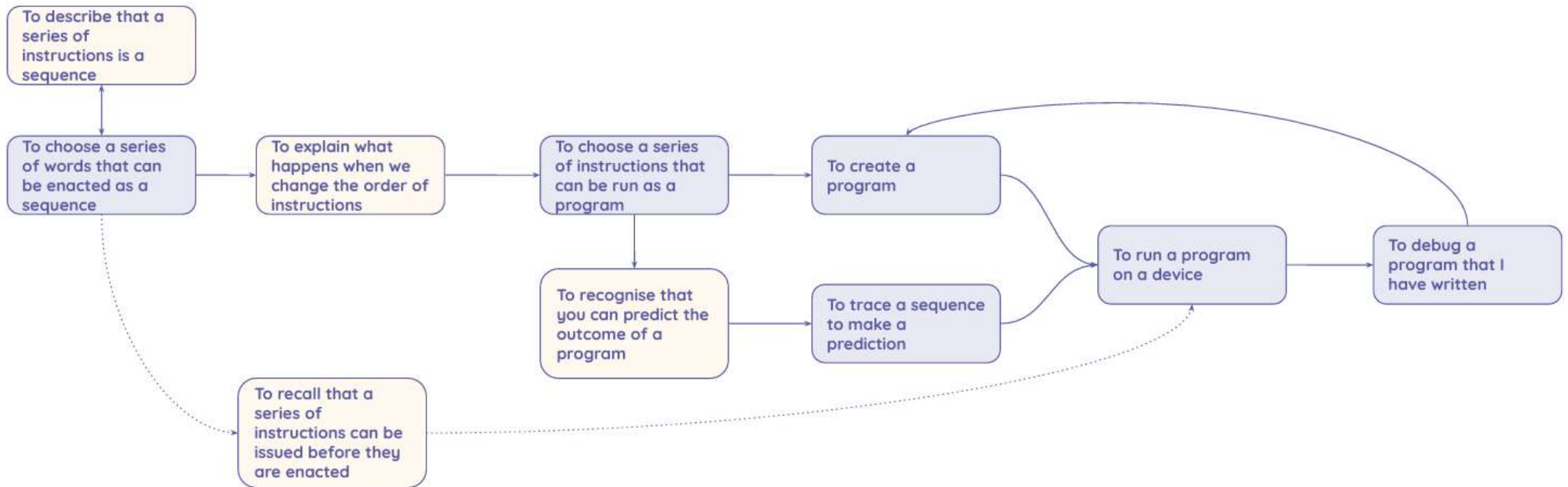
Key:

- Concept
- Skill

Year 1 – Programming Animations



Year 2 – Robot Algorithms



Year 2 – Programming Quizzes

