

My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Computing: Journeys through Coding (Variables in Games)

Lesson 5

To know how to use my design to create a project

I can test the code that I have written

I can choose a name that identifies the role of a variable



Lesson 3

To know how to improve a game by using variables

I can make use of an event in a program to set a variable

I can decide where in a program to change a variable



Lesson 1

To know that a variable is something that changes

I can identify examples of information that is variable

I can explain that the way a variable changes can be defined



What should I already know

- Have prior experience of Scratch as a programming tool
- Have experience of using programming structures like sequence, repetition and selection

Lesson 6

To know how to evaluate my project

I can identify ways that my game could be improved

I can use variables to extend my game



Lesson 4

To know how to design a project that builds on a given example

I can choose artwork for my project and explain my choices

I can create algorithms for my project



Lesson 2

To know why a variable is used in a program

I can explain that a variable has a name and a value

I can recognise that the value of a variable can be changed



National Curriculum:

KS2 - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

KS2 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output

KS2 - Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and create a range of programs

KS2 - Select, use and combine a variety of software (including the Internet) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information