My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning Computing : Programming Adventures (Repetition in games)

Lesson 6
To create a project that includes repetition

I can refine the algorithm in my design

I can build a program that follows my design

I can evaluate the steps I followed when building my project

Lesson 5
To design a project that includes repetition

I can evaluate the use of repetition in a project

I can select key parts of a given project to use in my own design

I can develop my own design explaining what my project will do

Lesson 4
To modify an infinite loop in a given program

I can identify which parts of a loop can be changed

I can explain the effect of my changes

I can re-use existing code snippets on new sprites

Lesson 3
To develop a design that includes two or more loops which run at the same time

I can choose which action will be repeated for each object

I can explain what the outcome of the repeated action should be

I can evaluate the effectiveness of the repeated sequences used in my program

Lesson 2
To explain that in programming there are infinite loops and count-controlled loops

- I can modify loops to produce a given outcome

- I can choose when to use a count-controlled and an infinite loop

- I can recognise that some programming languages enable more than one process to be run at once

Lesson 1
To develop the use of count-controlled loops in a different programming environment

I can list an everyday task as a set of instructions including repetition

I can predict the outcome of a snippet of code

I can modify a snippet of code to create a given outcome

What should I already know

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
- Select, use and combine a variety of software (including internet services) 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