My steps through learning:

What I will know and understand

How I will show that I know it

Steps through Learning
Computing: Programming B - Programming quizzes

Lesson 5
To decide how my project can be improved
- I can compare my project to my design
- I can improve my project by adding features
- I can debug my program

Lesson 5
To create a program using my own design
- I can choose the images for my own design
- iI can create an algorithm
- I can build sequences off blocks to match my design

Lesson 4
To change a given design
I can choose backgrounds for the design
I can choose characters for the design
I can create a program based on the new design

Lesson 3
To create a program using a given design
I can work out the actions of a sprite in an algorithm
I can decide which blocks to use to meet the design
I can build the sequence of blocks I need

Lesson 2
To explain that a sequence of commands has an outcome
I can predict the outcome of a sequence of commands
I can match two sequences with the same outcome
I can change the outcome of a sequence of commands

Lesson 1
To explain that a sequence of commands has a start
- I can identify the start of a sequence
- I can identify that a program needs to be started
- I can show how to run my program

What should I already know

National Curriculum
- Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Use logical reasoning to predict the behaviour of simple programs