
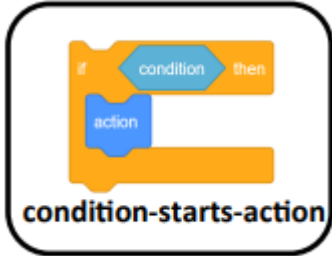


Learning journey	Computing – computer science	Making choices	Year 5	
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Building on prior learning	Theme overview	Preparing for future learning	Vocabulary
The children have been learning to use count-controlled loops. They know what a continuous loop is and know the difference between the two types of loop. The children applied their understanding of both loops and used them to create their own code, inspired by games already created.	In this unit, the children will be introduced to the 'if' selection block. Simple sequences and loops will be used in these blocks to explore how condition blocks can be used to create a quiz.	In the next unit, the children will continue to build on their use of selection blocks by introducing an alternative code if the correct answer in their quiz is not met using the 'if, else' block.	Control blocks 'Wait' Sprite Code Programming Input Output Selection block Algorithm

NC coverage and HWJS skills development	Knowledge organisers	
<p>National curriculum coverage</p> <p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>HWJS skills development</p> <p>Read, follow and write algorithms with selection and repetition.</p> <p>Adapt a given design for a new purpose.</p> <p>Observe a working programme and decompose its elements.</p>	<p>I can use the 'if' selection block to ask a question.</p> <p>I can make small modifications to sprites to change how the sprite responds to questions.</p> <p>I can de-bug my programming.</p>	

<u>Connections / deepening understanding</u> How is the understanding of this area deepened in other areas of the curriculum? What links are there in the other subjects in the curriculum?	<u>RADE</u> Are the rights of the child relevant in this area of study - do they get referred to in the work?	<u>Assessment</u> By the end of the unit the children will be able to ... Details of the objectives that they will have covered within this unit of work	
English – problem solving and communication with a partner. PSHE – SMSC values and critical thinking skills.	Collaboration Teamwork Critical thinking skills	The pupils will be assessed through ongoing assessment through teacher observation and pieces of work produced throughout the sessions. By the end of the unit the children will be able to use ‘if’ selection blocks in code for multiple sprites in a quiz of their choice.	
Assessment recording for the unit - checking the level of pitch of the work			
<u>Key skill(s)/ knowledge to be assessed by the end of the unit</u>	<u>Lower attaining</u>	<u>Middle attaining</u>	<u>Higher attaining</u>
I can use an ‘if’ selection block in a piece of written code.	I know what a selection block is designed for.	I can use an ‘if’ selection block, multiple times, to create a quiz.	I can use the selection block and start to recognise the downfalls of using this block continuously.
I know how to adapt a given design for a new purpose.	I can modify a simple code, already prepared, for a sprite in a quiz.	I can write a code for two or more sprites in a simple quiz, using modelled examples.	I can write and modify my own written code for multiple sprites in multiple quizzes.