Learning journey	Computing – computer science	Wizards choice	Year 5	

Building on prior learning	Theme overview	Preparing for future learning	Vocabulary
Prior to this unit, the children have been introduced to the 'if' selection block. Simple sequences and loops have be used in these blocks to explore how condition blocks can be used to create a quiz.	In this unit, the children will build on their knowledge of selection blocks to use the 'if, else' block. They will look at controlling what they sprite does when an answer given is not correct and allow their sprite to react to an incorrect answer rather than just moving on to the next question.	In the next unit, the children will use their knowledge of loops and selection blocks to be introduced to condition-switches-between-actions within a loop. They will learn why these loops are necessary for gaming and controlling sprites for a moving game (cheese crush).	Control blocks 'Wait' Sprite Code Programming Input Output Selection block Algorithm 'If, else'

NC coverage and HWJS skills development	Knowledge organisers
National curriculum coverage Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs **HWJS skills development** Read, follow and write algorithms with selection and repetition. Adapt a given design for a new purpose and change an algorithm that may be better than another.	I can use the 'if, else' selection blocks to create a two answer question. I can make small modifications to sprites to change how the sprite responds to questions. I can de-bug my programming individually.  **condition-switches -between-actions**

Use single simple condition and create selection within a loop. Observe a working programme and decompose its elements.	

Connections / deepening understanding How is the understanding of this area deepened in other areas of the curriculum? What inks are there in the other subjets in the curriculum?	**RADE** Are the rights of the child relevant in this area of study - do they get referred to in the work?	**Assessment** 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			
Key skill(s)/ knowledge to be assessed by the end of the unit	**Lower attaining**	**Middle attaining**	**Higher attaining**
I can use an 'if, else' selection block in a piece of written code.	I know what a selection block is designed for.	I can use an 'if, else' selection block, multiple times, to create a quiz.	I can use both selection blocks with purpose to programme a quiz.
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.