

Objectives

Lesson	Title	National Curriculum Links	Objectives	Success Criteria	Vocabulary
5.3.1	iExplore	<ul style="list-style-type: none"> * 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 	<ul style="list-style-type: none"> * Learn how to create a world and control a character using the Kodu programming environment * To use conditional statements in computer programs (When..Do) 	<ul style="list-style-type: none"> * The children program Kodu to eat apples 	3D; object; sequence; program; conditions (when..do); iteration/repetition/loops (always); input; variable (score)
5.3.2	iCode		<ul style="list-style-type: none"> * To program an object to move towards another by sequencing statements 	<ul style="list-style-type: none"> * The children program Kodu to move to the castle 	statement; sequence; objective; conditions (when..do); iteration/repetition/loops (always); input; variable (score)
5.3.3	iInput		<ul style="list-style-type: none"> * To amend a computer program to accept user input 	<ul style="list-style-type: none"> * The children program a cycle to respond to key strokes 	input; sequence; user; interacting; objects; conditions (when..do); iteration/repetition/loops (always); input; variable (score)
5.3.4	iTravel		<ul style="list-style-type: none"> * To program objects to move along paths 	<ul style="list-style-type: none"> * The children program an object to move according to a path condition 	iteration; repetition (always tile or blank when tile); loop ; object; path; variable (score)
5.3.5	iLevel		<ul style="list-style-type: none"> * To understand how to create 'levels' in a computer game 	<ul style="list-style-type: none"> * The children program play to move from one level to another according to a variable condition 	level; platform; test; debug; variable; iteration; repetition; loop; condition; statement; input; equal to; statement

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5.3.6	iDesign	★ design, write and debug programs that accomplish specific goals	<ul style="list-style-type: none"> ★ To understand that computer programs need to be designed ★ To know what to think about when designing a computer program 	★ The children design a computer game	Algorithm; plan; design; object; storyboard
5.3.7	iDevelop	★ use sequence, selection, and repetition in programs; work with variables and various forms of input and output	★ To program a computer game using a design and plan as a basis	★ The children write a computer program according to a design	Condition; variable; boolean; true; false; repeat; loop; repetition; statement; algorithm
5.3.8	iTest	★ detect and correct errors in algorithms and programs	★ To develop strategies for testing and debugging computer programs	★ The children can find and fix errors in their programs	test; bugs; debug; amend; systematically