

Key Content (New Learning)

Explain how selection can change the flow of a programme	Design a programme for a controllable device	Edit and develop a programme	Design and develop an algorithm
Lesson 1	To create a program to run on a controllable device		<p>Algorithm-a set of commands that must be followed for a computer to perform calculations or other problem-solving operations</p> <p>Micro bit- a tiny pocket sized computer</p> <p>Variable-a value or element that is likely to change or vary</p> <p>Accelerometer-A device that detects acceleration and tilt.</p> <p>MakeCode- Microsoft MakeCode is a framework for creating interactive and engaging programming experiences for those new to the world of programming.</p>
Lesson 2	To explain that selection can control the flow of a program		
Lesson 3	To update a variable with a user input		
Lesson 4	To use a conditional statement to compare a variable to a value		
Lesson 5	To design a project that uses inputs and outputs on a controllable device		
End point	To develop a program to use inputs and outputs on a controllable device		