

Key Content (New Learning)

Select appropriate technology/devices to fulfil set tasks

use google classroom to find and submit work and tasks

know that a sequence of commands has a start and an outcome

create a program using own design

Unit Overview

Key Vocabulary

Lesson 1 To explain that a sequence of commands has a start

Lesson 2 To explain that a sequence of commands has an outcome

Lesson 3 To create a program using a given design

Lesson 4 To change a given design

Lesson 5 To create a program using my own design

Lesson 6 To decide how my project can be improved

End Point To assess and improve design.

command - an instruction given by a user to a computer or software to perform a specific task.

Program - a list of instructions that tell a computer what to do.

sequence - a series of instructions that must be carried out in order.

sprite - a two-dimensional image that is part of a larger scene.

algorithm - a set of step-by-step instructions that describe how to perform a task.

