Journey of Programming at High Ash

Foundation

Bee bots

- Programme to go in straight line
- Program to go in a square

Year ½
Animation

- Choose command for given purpose
- Design parts of a project
- Use an algorithm to create a project

Quizzes

- Explain sequence of commands has a start and outcome
-Create programs given designs and change a given design

Year 3/4

Sequence in Music
-Identify that commands have an outcome

-Explain that programs have a start

-Recognise commands have an order

- Change the appearance of a project

Repetition in Shapes

-Create programs in text based language

-Decompose tasks into small steps

-Create a program with loops

Year 5/6
Quizzes

- Explain how selection is used in programs
- Relate a conditional statement to an outcome
- Design and create a program which uses selection
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Variables in games
-Define and explain variables
-choose how to improve projects by using variables