Key Vocabulary and Definitions:

|  |  |
| --- | --- |
|  | A set on instructions or programme. |
|  | The activity of using computers and writing programs for them |
|  | To describe a software program with a set of actions/instructions. |
|  | To plan an idea or programme.  |
|  | The process of putting ideas and instructions into language that a computer can understand. |
|  |  |
| Object  | An object is something that you can touch. A material is what the object is made from. |
|  | A tally chart is a table used for counting and comparing the numbers of multiple classes of a data set. |
|  | Individual choice |
| total | The result of adding. |

Progression

* This unit progresses learners’ knowledge and understanding of instructions in sequences and the use of logical reasoning to predict outcomes.

National Curriculum

* Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
* Create and debug simple programs
* Use logical reasoning to predict the behaviour of simple programs
* Use technology purposefully to create, organise, store, manipulate and retrieve digital content

Teaching Sequence

* To explain that a sequence of commands has a start.
* To explain that a sequence of commands has an outcome.
* To create a program using a given design
* To change a given design
* To create a program using my own design
* To decide how my project can be improved

**Online safety – Online Bullying**

1. To explain simple guidance for using technology in different environments and settings e.g. accessing online technologies in public places and the home environment.
2. To say how those rules / guides can help anyone accessing online technologies

Blooms Taxonomy – Specific Verbs to Use in Lesson Aims

Knowledge: Describe, find, identify, list, locate, name, recognise, retrieve Comprehension: Classify, compare, explain, infer, interpret, paraphrase, summarise Application: Carry out, implement, use Analysis: Deconstruct, Organise, outline, structure Synthesis: Construct, design, devise, invent, make, plan, produce, Evaluation: Appraise, assess, choose,

Final outcome:



Children to design and make their own quiz about Orangutans.

Concept Cartoon: