



St. Francis Xavier's RC Primary School

Computing Unit Guidance and Formative Assessment

Year Group:	4 Autumn	Subject:	Computing
Unit:	Coding using Scratch	Prerequisite Learning and Curriculum Links	EYFS: Technology- complete a simple program on the computer, using Beebots (physical coding) Y1: Coding- program a single moving character Y2: Coding- program multiple characters Y3: Hour of code Curriculum Links in Current Year Group Maths- prepositional language
ROCKS (Remembering Our Curriculum Knowledge and Skills)			
Decompose the features of a coding game and mirror these to my own			
Create a background specific for a game			
Write a sequence of instructions from a given start to finish point			
Program different functions and movements of keys within a game (such as right arrows moves car to the right)			
Progressive Journey:		Skills:	
Share 'Smoking car game' with children in presentation mode Discuss the function, purpose and features of the game Create own background using paint tools (a road for the car) Use 'control' functions to program keys Write a sequenced algorithm for the car to travel from start to end point correctly Change and program function of keys during game Include start and finish points for the game Create a trail of smoke behind the car showing path taken Edit and improve own 'smoking car game'		Opening, saving and retrieving work Decompose features of a program Use logical reasoning to explain how algorithms works Create a background to achieve a specific goal Use 'control' commands to alter function of keys Use sequence, selection and repetition in programs Control direction and size of movements Detect and correct errors	
Key Vocabulary			
Code, program, algorithm, instruction, unambiguous, clear, sprite, background, direction, control, movement, key, distance, direction, left, right, up, down, right angle, degree, function, program, algorithm, debug, user, purpose			