



St. Francis Xavier's RC Primary School

Computing Unit Guidance and Formative Assessment

Year Group:	5 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 Y4: Smoking car game
ROCKS (Remembering Our Curriculum Knowledge and Skills)			
Use 'if/ then' commands with multiple variables		Online Safety Explore 'digital footprint' using technology, including mobile phones, games consoles Be discerning in evaluating digital content	
Create a variable (scoring system) using data controls			
Animate sprites by coding costume changes			
Debug errors in algorithms and programs			
Progressive Journey:		Skills:	
Children draw their own maze background using green and red blocks Program the function of different keys, including movement and direction Use if/then commands to change input or output of the game Code messages to the user of the game, such as 'well done' Add effects to make the game exciting for the user Animate sprites by changing costumes Include data variables to create a scoring system		Create backgrounds to accomplish specific goals Use sequence, selection and repetition within programs Program movement and direction and change the function of different keys Include multimedia functions within a game Animate sprites by changing costumes Include variables within a game by coding data blocks Debug programs	
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, command, costume, if/then, variable, output, data, points, score			