



St. Francis Xavier's RC Primary School

Computing Unit Guidance and Formative Assessment

Year Group:	6 Autumn	Subject:	Computing
Unit:	Scratch coding	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 Y5 Scratch coding game
ROCKS (Remembering Our Curriculum Knowledge and Skills)			
Animate characters with movement and speech		Online Safety Explore 'digital footprint' using technology, including mobile phones, games consoles Be discerning in evaluating digital content	
Use broadcast and receive blocks in code			
Program buttons for transition (hyperlinks)			
Add audio to a scene			
Progressive Journey:		Skills:	
1. Animate a Scene 2. Broadcast a Message 3. Show and Hide 4. Sequence a Story		I can extend and enhance my knowledge of digital technologies to collect, analyse ideas, relevant information and organise these in an appropriate way. TCH 2-01a I understand the operation of a process and its outcome. I can structure related items of information. TCH 2-13a I can explain core programming language concepts in appropriate technical language. TCH 2-14a I can create, develop and evaluate computing solutions in response to a design challenge. TCH 2-15a I can extend and enhance my knowledge of digital technologies to collect, analyse ideas, relevant information and organise these in an appropriate way. TCH 2-01a I understand the operation of a process and its outcome. I can structure related items of information. TCH 2-13a I can explain core programming language concepts in appropriate technical language. TCH 2-14a I can create, develop and evaluate computing solutions in response to a design challenge. TCH 2-15a I can extend and enhance my knowledge of digital technologies to collect, analyse ideas, relevant information and organise these in an	

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Key Vocabulary: Animate animation project remix repeat iteration debug broadcast receive sequence show hide visible deconstruct transition