



Year 4 – Spring Term 1
We Are Software Developers
Computing

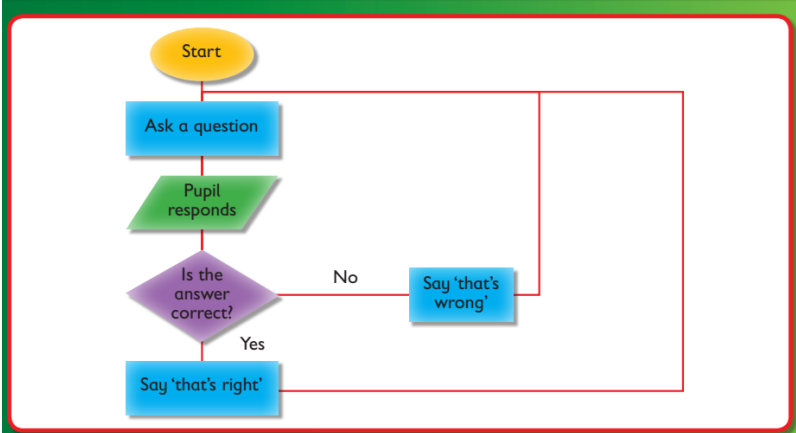


In this unit, children will plan and design an educational game that uses **selection** and **repetition**.

Computer Science

Prior Knowledge
 Children will already be familiar with Scratch and know how to debug a pre-existing line of code.

Question and answer algorithm



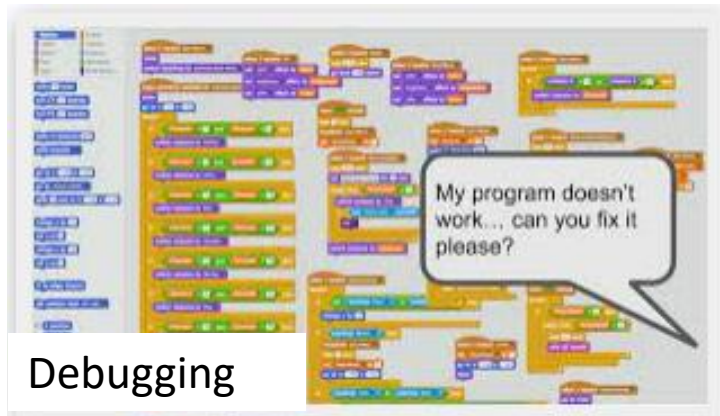
Computing Key Vocabulary	
Debug	To fix the errors in a program.
Graphics	A graphic is an image or visual representation of an object.
Input	An input is data that a computer receives.
Output	An output is data that a computer sends.
Programming	Allows humans to communicate with a computer so that it can follow instructions.
Prototype	An early sample of a product or program built to test the concept.
Repetition	A programming construct in which one or more instructions are repeated, perhaps a certain number of times, until a condition is satisfied or until the program is stopped.
Sequence	A set of step-by-step instructions created so a computer can do a task.
Variable	A variable is a piece of information in a program that we want to store, but is able to change.



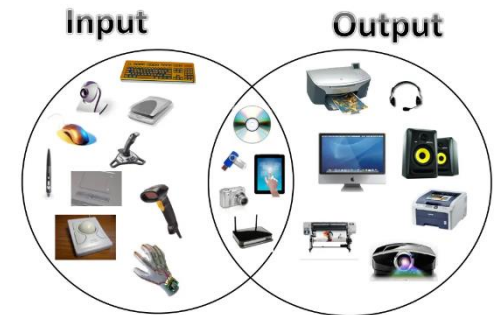
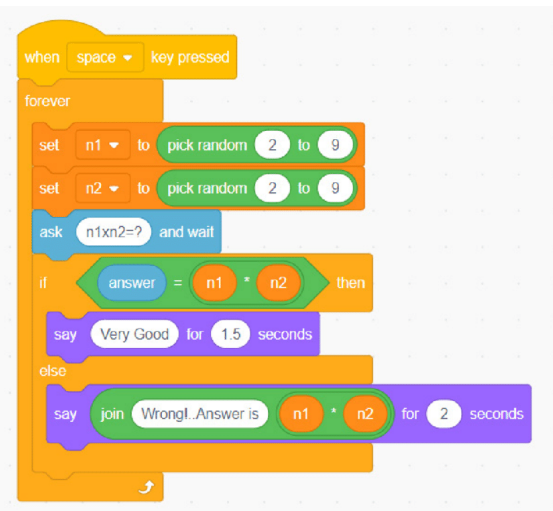
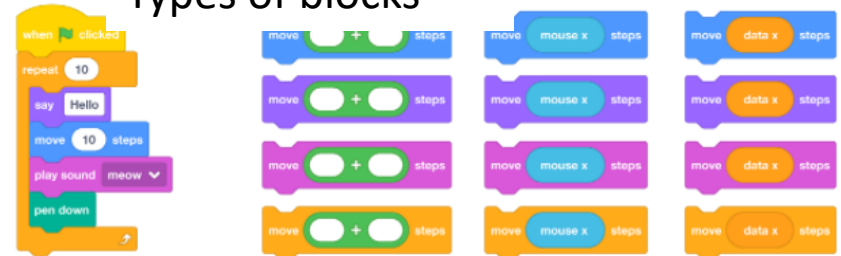
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This half term we will be using...	
Hardware	Software/Apps
Chromebooks	Scratch



Types of blocks



E-safety: To know what is meant by 'virtual friendships'.