



Autumn term 2020 at Azbuka

Year 3:

Techno-Coder

Key Skills & Activities

Learning how to sequence & refine computer code
Sequencing simple and complex block-based algorithms for different characters in Scratch
Using repeat loops & when/if conditions
Comparing block-based and text-based programming
Learning to find and fix errors in your code
Designing and coding animations to move and talk!

Links to the Computing Curriculum

Designing, writing & debugging programs that accomplish specific goals
Using sequence, selection and repetition in programs
Using logical reasoning to explain how simple algorithms work
Working to detect and correct errors

Year 4 & 5:

Techno-Programmer

Key Skills & Activities

Editing code in Scratch 3.0 & explaining how it works
Learning to solve problems by writing concise programs that include repeated sequences of code (procedures) and when/if conditions
Programming with Cozmo and in Kodu game lab to create and develop ideas
Re-programming classic games and identifying ways to refine the code and improve usability

Links to the Computing Curriculum

Designing, writing and debugging programs that accomplish specific goals
Using sequence, selection and repetition in programs
Working with variables
Solving problems by decomposing them into smaller parts

