



Autumn term 2023 at Azbuka

Year 3/4 & 5/6:

Techno-Inventor & Windows Explorer

Key Skills & Activities

Build a series of imaginative modular robots & program them to interact with their environment

Coding 'behaviours' with distance, sound, touch and tilt sensors!

Make a Robot dog, Performing Seal or Racing Car

Learning all about Windows, Personalizing, Start & Search

Making your own folders, How to copy & paste, delete/restore etc

Learning keyboard shortcuts and common icons

Technical vocabulary:

Program, algorithm, command, loop, repeat, procedure, bug, debugging, condition, if/else,
background, desktop, right click, view, icon, screen saver, minimize, maximize, filename, drag & drop

Links to the Computing Curriculum

Understanding what algorithms are; how they are implemented on digital devices; and that programs execute by following precise and unambiguous instructions

Create and debug simple programs

Using logical reasoning to predict the behaviour of simple programs

Use technology purposefully to create, organise, store, manipulate and retrieve data in a range of digital formats

Recognise common uses of technology beyond school

+ Additional Internet Safety tutorials including:

Using communication technology safely and respectfully

Keeping personal information private

Staying safe and SMART on the internet

