



Autumn term 2024 at Azbuka

Years 4-6

LEGO: /Robotics 1

Key Skills & Activities

Understanding sequences, learning to break problems into smaller parts (decomposition), understanding simple loops, exploring the process of testing and debugging, developing collaborative skills

Great Adventures: Boat launcher, Snowmobile, Cave Car, Animal Alarm, Underwater Quest, Tree House Observatory, Desert Adventure challenge

Amazing Amusement Park: Classic carousel, The Perfect Swing, The fast lane, Twirling Teacups, Snack Stand, Ferris Wheel and more!

Links to the Computing Curriculum

Improving computational and critical thinking skills

Incorporating sensors and motors into your creations – so they can move and interact with their environment

Controlling or simulating physical systems

Testing, problem solving and programming

Designing, writing and debugging programs that accomplish specific goals

Working to detect and correct errors; with variables and various forms of input and output

Using technology safely, respectfully and responsibly

Understanding ways to use technology to make things better & more efficient

