







Subject: Computing	Year group: 6 Term: Summer 1 and 2	Title: Programming (Lego)
<p data-bbox="344 389 627 421">What should I know?</p> <ul data-bbox="237 464 772 788" style="list-style-type: none">• Know the meaning of the key terms: selection and decomposition.• Know the meaning of logical reasoning• Know that programs can be represented in different formats including written and diagrammatic• What an IP (Internet Protocol) address is• A range of ways to report concerns about content and contact 	<p data-bbox="987 389 1227 421">Facts I will learn ...</p> <ul data-bbox="860 464 1379 1299" style="list-style-type: none">• The meaning of the key terms:<ul data-bbox="954 501 1173 596" style="list-style-type: none">○ selection○ variable○ decomposition• Understand what a procedure is and why it is important in programs• The need for precision when creating sequences to ensure reliability• How experiences of programming and control relate to control systems in the real world• That there are often different ways to solve the same problem or task• That programming software can create simple and complex simulations• The common systems that regulate age-related content and describe their purpose• Recognise the pressures technology can put on someone• Recognise features of persuasive design and how they are used to keep users engaged 	<p data-bbox="1621 389 1827 421">Key questions ...</p> <ul data-bbox="1480 496 2000 1011" style="list-style-type: none">• What is the meaning of decomposition?• What is the meaning of selection?• What are variables?• What does procedure mean in programming?• How can programming help us to solve problems?• How is programming used in everyday life?• Is the person we are talking to online always who they say they are? 

<p>Key Skills...</p> <ul style="list-style-type: none">• To use repetition and selection in programs• To use variables in programs• To design and create programs using decomposition• To design programs to accomplish specific tasks or goals• To use logical reasoning to develop systematic strategies that can be used to debug algorithms and programs• To use procedures in programs• To design, test and refine programs to control robots or floor turtles taking account of purpose and needs• To use programming software to create simulations	<p>Experiences that school may provide:</p> <ul style="list-style-type: none">• The opportunity to carry out practical programming activities 	<table><tr><th>Key vocab</th><th>Definition</th></tr><tr><td>Selection</td><td>Selection is a decision or question.</td></tr><tr><td>Decomposition</td><td>Breaking a problem down into smaller pieces.</td></tr><tr><td>Diagrammatic</td><td>Of or in the form of a diagram.</td></tr><tr><td>Variables</td><td>A placeholder for a piece of information that can change.</td></tr><tr><td>Programming</td><td>The art of creating a program.</td></tr><tr><td>Algorithm</td><td>An algorithm is a detailed, step-by-step process followed in order to accomplish a specific task or to solve a specific problem.</td></tr><tr><td>Procedure</td><td>In computer programming, a procedure is a set of coded instructions that tell a computer how to run a program or calculation.</td></tr><tr><td>Regulate</td><td>To control or direct according to rule, principle or law</td></tr><tr><td>Persuasive</td><td>To convince someone to agree, accept or do something</td></tr></table>	Key vocab	Definition	Selection	Selection is a decision or question.	Decomposition	Breaking a problem down into smaller pieces.	Diagrammatic	Of or in the form of a diagram.	Variables	A placeholder for a piece of information that can change.	Programming	The art of creating a program.	Algorithm	An algorithm is a detailed, step-by-step process followed in order to accomplish a specific task or to solve a specific problem.	Procedure	In computer programming, a procedure is a set of coded instructions that tell a computer how to run a program or calculation.	Regulate	To control or direct according to rule, principle or law	Persuasive	To convince someone to agree, accept or do something
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<p>Web links</p> <p>https://www.codemonkey.com/</p> <p>https://www.tynker.com/</p>	<p>Experiences that could be provided at home...</p> <ul style="list-style-type: none">• Complete online coding activities and games such as Minecraft and Tynker																					

