



Computing Topic Overview: Year 4 - Programming - Repetition in Games		
Previous linked learning	I think I already know...	I would like to find out...
<p>(Yr 3 -Events and Actions) Explain how a sprite moves Create a program to move a sprite in four directions Develop my program by adding features Identify and fix bugs in a program</p> <p>(Yr 2 - Intro to Quizzes) Explain that a sequence of commands has a start Change a given design</p> <p>(Yr 1 - Intro to Animation) Choose a command for a given purpose Show that a series of commands can be joined together</p>		
Key Vocabulary		
<p>Scratch sprite code repeat forever count-controlled loop animate event block modify refine algorithm</p>	<p>programming blocks loops value infinite loop</p> <p>costume duplicate debug evaluate</p>	<p>By the end of this unit, you will be able to...</p> <ul style="list-style-type: none"> - develop the use of count-controlled loops in a different programming environment - explain that in programming, there are infinite loops and count-controlled loops - develop a design which includes two or more loops which run at the same time - modify an infinite loop in a given program - design a project that includes repetition - create a project that includes repetition

