Computing Topic Overview: **Year 4 - Programming - Repetition in Shapes**

Previous linked learning	I think I already know…	I would like to find out…
(*Yr 3 - Sequence in Sounds*) Recognise that a sequence of commands can have an order. (*Yr 2 - Events and Actions*) Describe a series of instructions as a sequence Explain what happens when we change the order of instructions. Use logical reasoning to predict the outcome of a program. Design an algorithm		

Key Vocabulary

program	**turtle**
commands	**code**
snippet	**algorithm**
design	**debug**
logo	**procedure**
pattern	**repeat**
repetition	**count-controlled**
loop	**value**
decompose	

By the end of this unit, you will be able to…

- identify that accuracy in programming is important.
- create a program in a text-based language
- explain what 'repeat' means
- modify a count-controlled loop to produce a given outcome
- decompose a program into parts
- create a program that uses count-control loops to produce a given outcome.