



Computing Topic Overview: Year 6 - Programming - Sensing Movement

Previous linked learning	I think I already know...	I would like to find out...
<p>(Yr 5 - Selection in Physical Computing)</p> <p>Control a simple circuit connected to a computer</p> <p>Write a program that includes count-controlled loops</p> <p>Explain that a loop can stop when a condition is met, e.g. number of times</p> <p>Conclude that a loop can be used to repeatedly check whether a condition has been met</p> <p>Design a physical project that includes selection</p> <p>Create a controllable system that includes selection</p> <p>(Yr 4 - Repetition in Shape)</p> <p>Identify the accuracy in programming is important.</p> <p>Explore what 'repeat' means</p> <p>Modify a count-controlled loop to produce a given outcome.</p> <p>Create a program that uses count-controlled loops to produce a given outcome</p>		

Key Vocabulary

<p>Micro-bit</p> <p>input</p> <p>output</p> <p>USB</p> <p>condition</p> <p>else</p> <p>random</p> <p>design</p> <p>step counter</p> <p>create</p> <p>test</p>	<p>MakeCode</p> <p>process</p> <p>flashing</p> <p>selection</p> <p>if...then...</p> <p>variable</p> <p>navigation</p> <p>task</p> <p>plan</p> <p>code</p> <p>debug</p>
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By the end of this unit, you will be able to...

- create a program to run a controllable device
- explain that selection can control the flow of a program
- update a variable with a user input
- use an conditional statement to compare a variable to a value
- design a project that uses inputs and outputs on a controllable device
- develop a program to use inputs and outputs on a controllable device