Pinner Wood School

Year Group	4	**Term**	Autumn 1	**Subject**	Computing	**Topic**	Coding Crumble Powered Robot Orchestra
						Key Question	KQ: How can I create a code for a Robot Orchestra?
Prior Learning and other Curriculum Links	I know how to design a program I know how to create a program using a design I know how to create a sequence of code I know how to evaluate my program					**Skills Statements**	• I know how to use repetition in programs • I know how to use simple selection in programs • I know how to work with a variety of inputs and outputs • I know how to use logical reasoning to systematically detect and correct errors in programs
Fundamentals	- To use coding to create a Robot Orchestra					**Key Facts/Sticky Knowledge**	• I know how to use abstraction to focus on what's important in my design • I know how to write more precise algorithms for use when programming • I know how to use simple selection and repetition in algorithms • I know how to use logical reasoning to detect and correct errors on programs
Our Curriculum Journey	D - Design: Pupils start to discuss the desired outcome for their project and are given time to tinker with the software before planning what they will do to achieve their outcome. A - Apply: Pupils are given the opportunity to create, make and produce content using the app or software explored in the Design lesson(s) R - Refine: Pupils spend time considering ways to modify and improve their projects to get the best results possible. E - Evaluate: Upon completing their desired outcome, pupils are given the opportunity to reflect and consider how effectively they have achieved their goal. S - Share: Learners are given the opportunity to publish and exhibit their work to the world embedding skills from the Digital Literacy curriculum.						
Key Vocabulary (revisited)	Abstraction, information, relevant, pattern, same, different, complex, sequence, code, design,					**Key Vocabulary (new)**	Logical reasoning, design, algorithmic thinking, selection, repeat, input, output, loop, forever loop, count controlled loop,

	programming language, Scratch		selection, condition,