



Year 4 - Spring 1 - Computing Knowledge Or-

What I already know...

- That a program is a set of instructions.
- That there may be errors in the instructions which need to be found and corrected . This is called debugging.

What I will learn...

- To identify that accuracy in programming is important
- To explain what repeat means
- To create programs by planning, modifying, and testing commands to create shapes and patterns.
- To modify a count--controlled looped to produce a given outcome
- To decompose a task into small steps
- To use Logo, a text-based programming language
- To use a logo software

Key Vocabulary

code	A set of commands
program	The entire set of instructions to achieve something
debug	The process of finding and correcting errors
procedure	A part of the code that can be run multiple times

How to be a programmer...

Disciplinary Knowledge:

Computing skills I will learn...

- To create programs by planning, modifying, and testing commands to create shapes and patterns.



Making a difference at The Merton and beyond

Programming enables people to solve practical problems by breaking them down into a series of logical steps, known as algorithms or programs.

This unit progresses children's knowledge and understanding of programming. It progresses from the sequence of commands in a program to using count-controlled loops.

Pupils will create algorithms and then implement those algorithms as code. Learners will create programs by planning, modifying, and testing commands to create shapes and patterns. They will use Logo, a text-based programming language.