

Year 4 Spring 2 Computing- Programming



Big Question

How can I be a Quiz Master?

Key Vocabulary for the unit:

Algorithm: A set of commands in a specific order.

Flowchart: A visual way to sequence ideas.

Commands: Give an order or instruction.

Program: To give a device a set of instructions.

Code: The set of instructions.

Debug: Take out any mistakes in code.

Error: A mistake.

Repeat: A repeated set of instructions.

Block: A small section of code.

Script Area: Where code is placed into blocks.

Sprite: A selected character to program.

Powerful knowledge/skills for this unit:

- ◆ I can compare quizzes.
- ◆ I can write and debug a program.
- ◆ I can write and debug programs that use sequence and repetition.
- ◆ I can use variables to write a program.
- ◆ I can write a program using visual block commands.
- ◆ I can debug my own program.

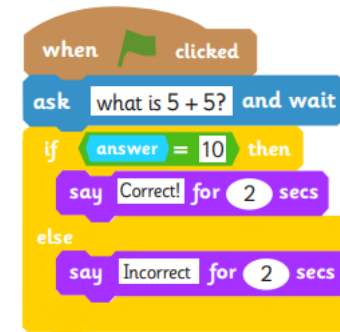
What I should already know from Year 3:

- ◆ I can plan and write simple instructions.
- ◆ I can create simple commands using block code.
- ◆ I can debug errors in code.

Useful diagrams for the unit:



Sprite



Basic algorithm



Script area: