Spring Term Curriculum 2024

Year 5/6 Essential Knowledge

Computing: Programming – selection in physical computing and variables in games
1. Selection • control a simple circuit connected to a computer • write a program that includes count-controlled loops • a loop can stop when a condition is met **2. How to design a physical project that uses selection** • create a program that controls a physical computing project **3. Variables:** • A variable is something that is changeable • A variable is used in a program • Improve a game using variables **4. Design and create a project using variables** • Evaluate project