



Year 4 – Spring Term 1
We Are Software Developers
Computing

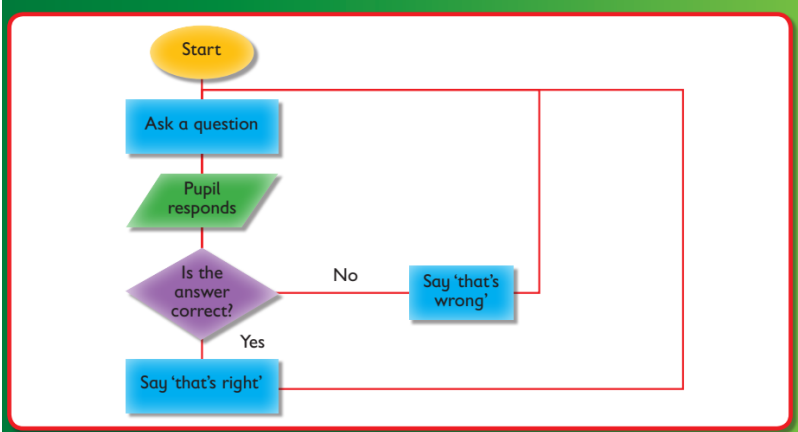


In this unit, children will plan and design an educational game that uses **selection** and **repetition**.

Computer Science

Prior Knowledge
 Children will already be familiar with Scratch and know how to debug a pre-existing line of code.

Question and answer algorithm



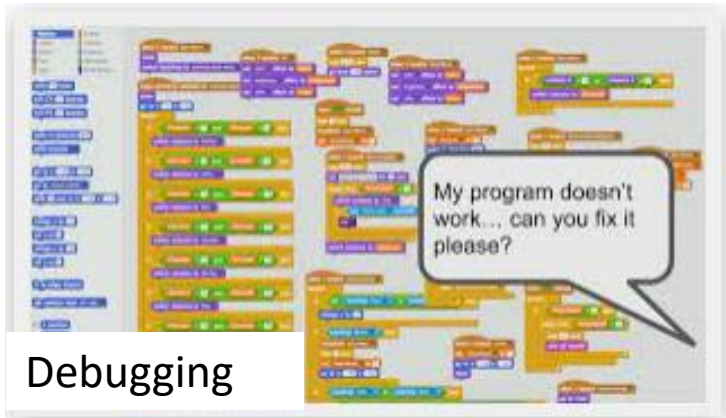
| Computing Key Vocabulary | |
|--------------------------|--|
| Debug | To fix the errors in a program. |
| Functionality | The range of operations that can be run on a computer or other electronic system. |
| Graphics | A graphic is an image or visual representation of an object. |
| Input | An input is data that a computer receives. |
| Interface | An interface is what the user uses on an operating system to make the computer do tasks, like writing a document, or loading a web page. |
| Output | An output is data that a computer sends. |
| Programming | Allows humans to communicate with a computer so that it can follow instructions. |
| Prototype | An early sample of a product or program built to test the concept. |
| Repetition | A programming construct in which one or more instructions are repeated, perhaps a certain number of times, until a condition is satisfied or until the program is stopped. |
| Sequence | A set of step-by-step instructions created so a computer can do a task. |
| Variable | A variable is a piece of information in a program that we want to store, but is able to change. |



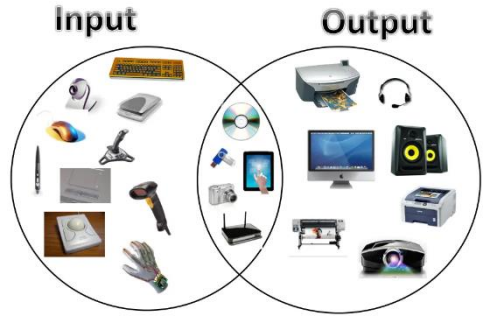
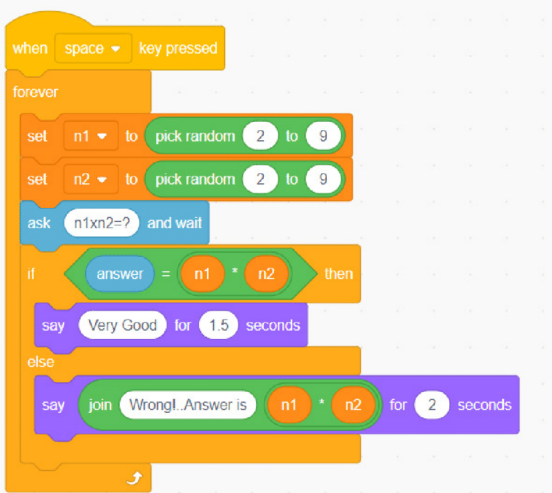
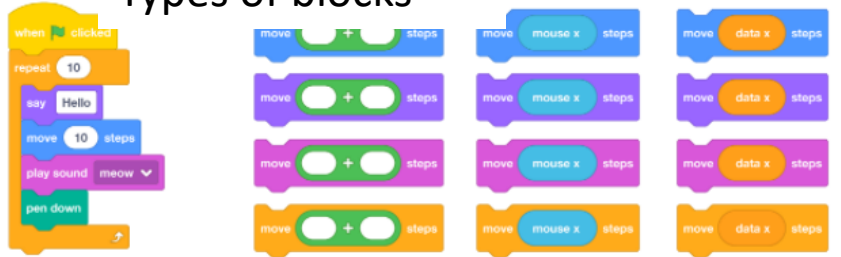
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| This half term we will be using... | |
|------------------------------------|---------------|
| Hardware | Software/Apps |
| Chromebooks | Scratch |



Types of blocks



E-safety: To know what is meant by 'virtual friendships'.