

Computing- Spheros Programming		
Progression	End of Unit Assessment Outcomes	
Computing Prior and Future Learning: Year A- Settlement, Invasion (Y1/2) Year A- Invasion (Y3/4) Year A- Invasion (Y5/6) Year B- Civilisation, Economics (Y1/2) Year B- Civilisation (Y3/4) Year B- Civilisation (Y5/6) Key Vocabulary for the Unit Subject Specific Vocabulary: Coding Input Algorithm Output Program Diagnose De-Bug Synchronisation Troubleshoot	Year 3 Spheros Write and debug a program. Skills: Sequence, selection and repetition. Detect and correct errors in programs. Change variables to accomplish specific goals.	Year 4 Spheros Write and debug a program. Skills: Sequence, selection and repetition. Detect and correct errors in programs. Change variables to accomplish specific goals. Solve problems by breaking into smaller parts.
End of Unit Assessment Vehicle		

End of Unit Assessment Vehicle

Using the core learning from each lesson in the final lesson they use their knowledge to build a city and program the sphero to move to different places in the city. (video children doing this)

Computing Disciplinary Knowledge

- 1. Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.
- 2. Use search technologies effectively, appreciate how results are selected and ranked.
- 3. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact on the internet or other online technologies.