



Computing- Spheros		
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)	<u>Year 1</u> Spheros Know and explain what an algorithm is. Debug and create simple algorithms.	<u>Year 2</u> Spheros Know and explain what an algorithm is. Debug and create simple algorithms.
Key Vocabulary for the Unit		
Computing Subject Specific Vocabulary: Algorithm Debug Input/output Coding		
End of Unit Assessment Vehicle		
Observation of how children handle spheros. Video and photos of children completing each QFL.		
Computing Disciplinary Knowledge		
<ol style="list-style-type: none"> 1. Create and debug simple programs. 2. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 3. Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. 		