



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.		
Computing- Spheros Programming – Chariots Navigating Roman Towns Design and create a unique Sphero chariot, then create a program for Sphero to navigate the race course		
Progression	Outcomes	
Computing Prior and Future Learning: Y1/2 Year A- Why Were Castles Built In Britain? Y1/2 Year A- What's Our Place In The World? Y1/2 Year B- What Makes A Superhero? Y1/2 Year B- What Is The Difference Between Towns And Cities? Y3/4 Year B- How Does The Geography Of The Mediterranean Affect Economic Activity? Y5/6 Year A- What Is It Like To Be Invaded? Y5/6 Year B- How Does The Mayan Civilisation Contrast To Ancient Britain?	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.
Key Vocabulary		
Subject Specific Vocabulary: Coding Algorithm Program De-Bug Troubleshoot	Input Output Diagnose	
Assessment		
A navigated fully coded sphero around a map		