

Computing- Spheros			
Progression		End of Unit Assessment Outcomes	
Computing Prior and Future Learning:		Year 5	Year 6
Year A- Settlement, Invasion (Y1/2)		<u>Spheros</u>	<u>Spheros</u>
Year A- Invasion (Y3/4)		Write and debug a program.	Write and debug a program.
Year A- Invasion (Y5/6)		Skills:	Skills:
		Sequence, selection and repetition.	Sequence, selection and repetition.
Year B- Civilisation, Economics (Y1/2)		Detect and correct errors in programs.	Detect and correct errors in programs.
Year B- Civilisation (Y3/4)		Change variables to accomplish	Change variables to accomplish
Year B- Civilisation (Y5/6)		specific goals.	specific goals.
Key Vocabulary for the Unit		Explain how they have solved problems	Explain how they have solved problems
Subject Specific Vocabulary:		by breaking into smaller parts.	by breaking into smaller parts.
Coding	nput		
Algorithm	Output		
Program	Diagnose		
De-Bug			
Troubleshoot			
End of Unit Assessment Vehicle			

Write a programme and successfully program the sphero to follow the route.

Computing Disciplinary Knowledge

- 1. Use analysis of similarities and differences in own and other's work to revisit, review and refine own work.
- Refine techniques to create controlled pieces of artwork in a range of media. (see additional 'progression of skills' document)
 Use experimentation to create mood and atmosphere when expressing their own ideas.
 Explain how other artists' (current and historical) work has influenced and developed their own.