Class Tamar
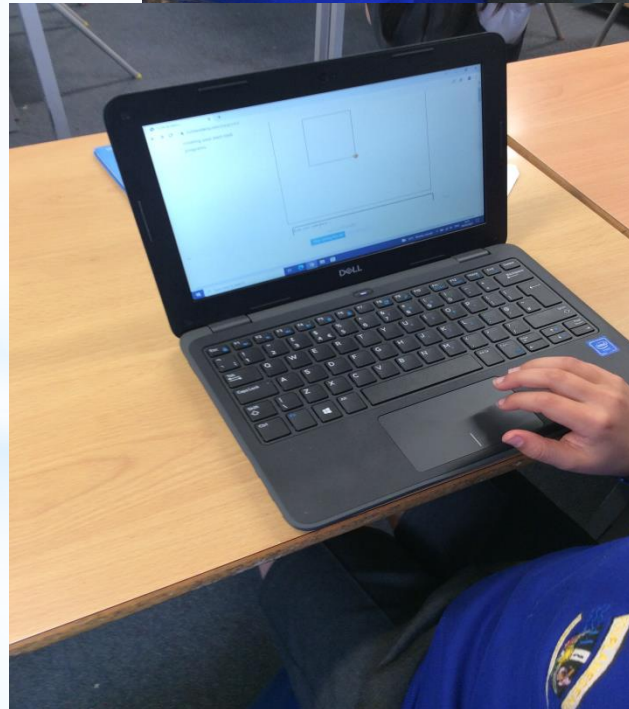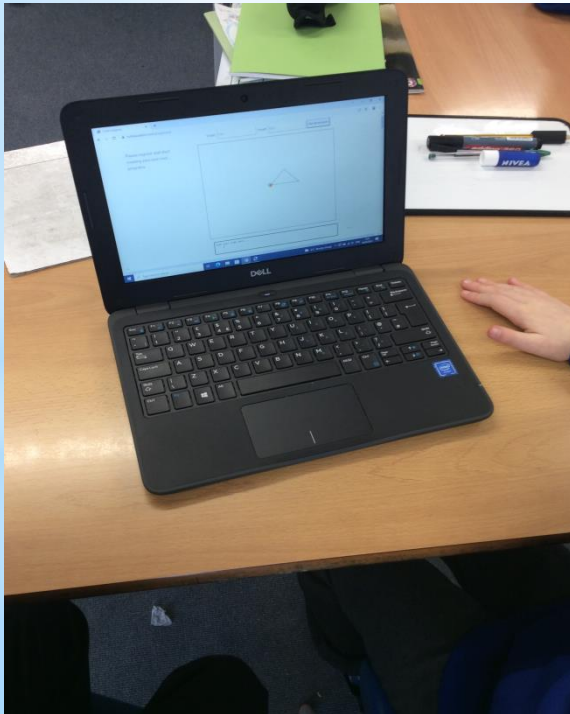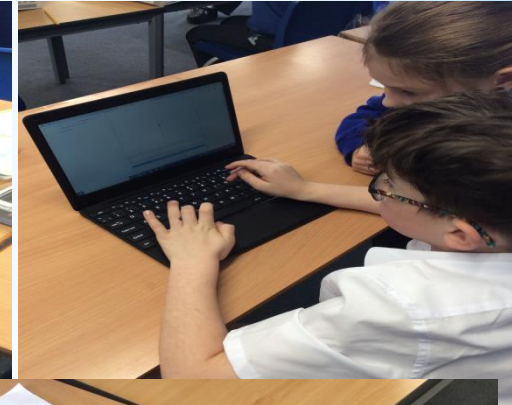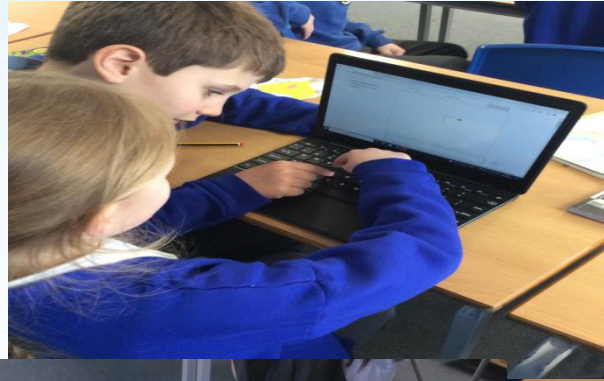# Computing
Programming

We were introduced to the software that we will be using for our programming unit. We learnt the different key commands in order to make the turtle make shapes.

I had to debug my algorithm, I wasn't moving the turtle far enough so increased my number.
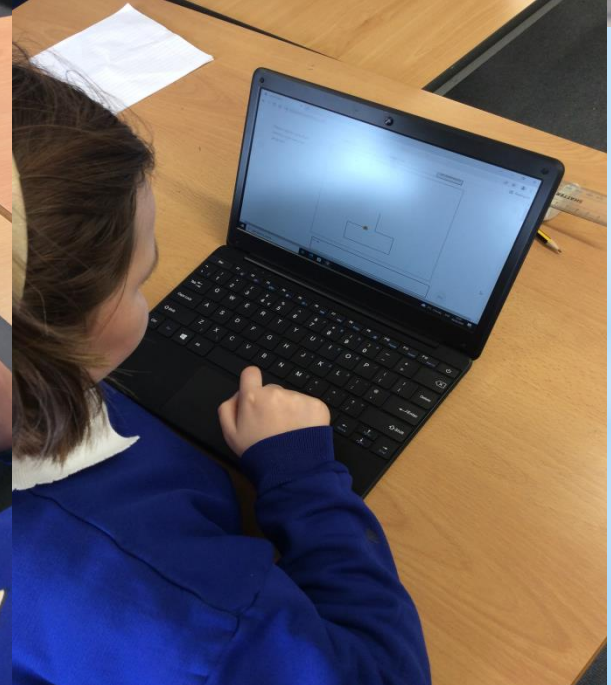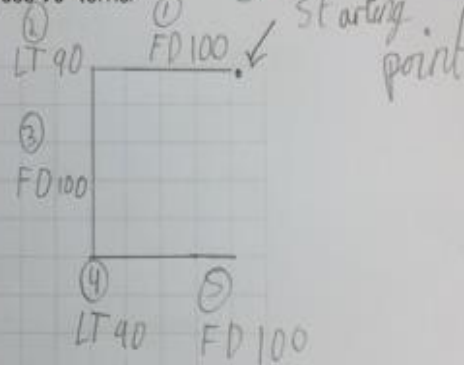
We planned our commands in order to write our own initials.
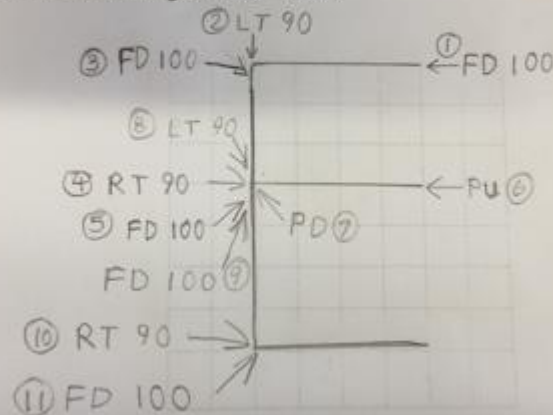
We learnt how to do repeated instructions and had a go at making our own patterns using this command.

I've made some abstract art with my repeated pattern!
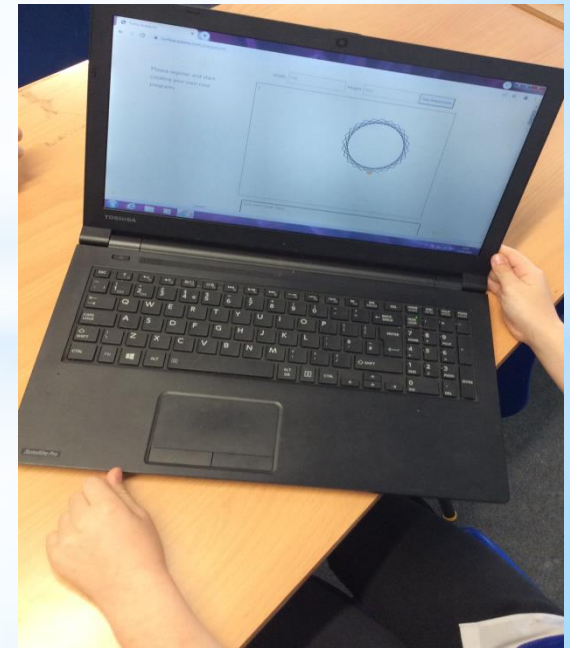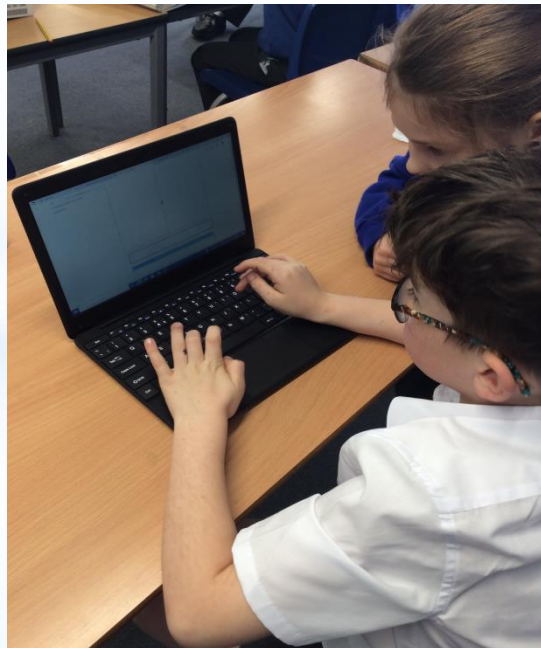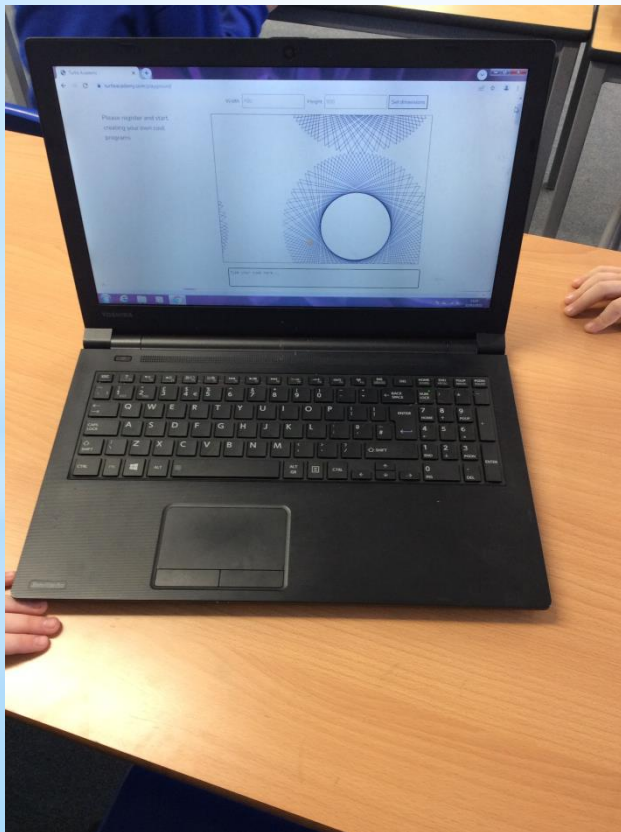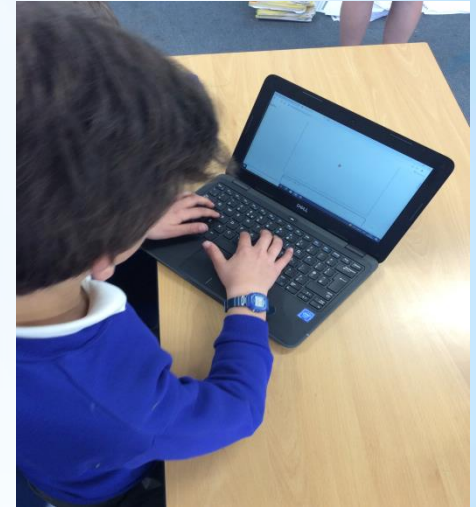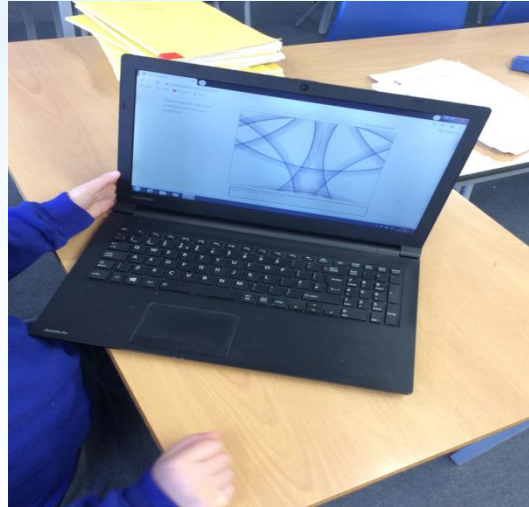
We applied the skills learnt in this unit to create a program containing a count-controlled loop.
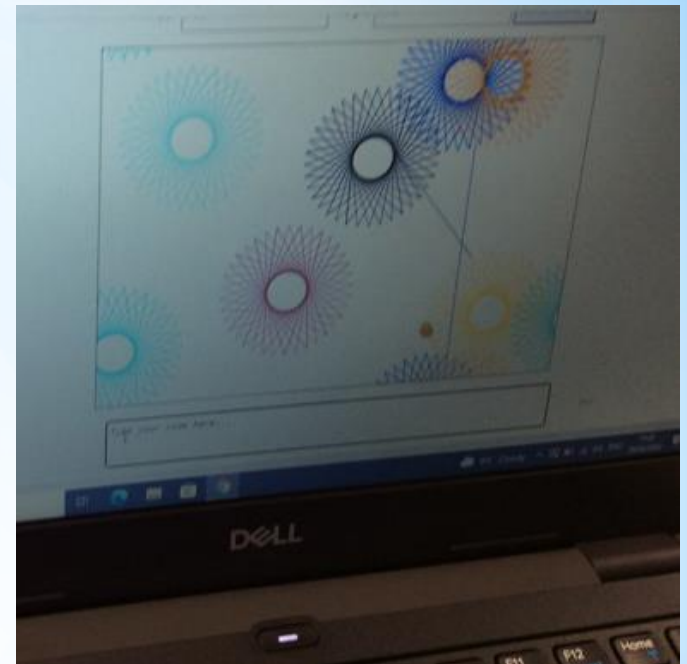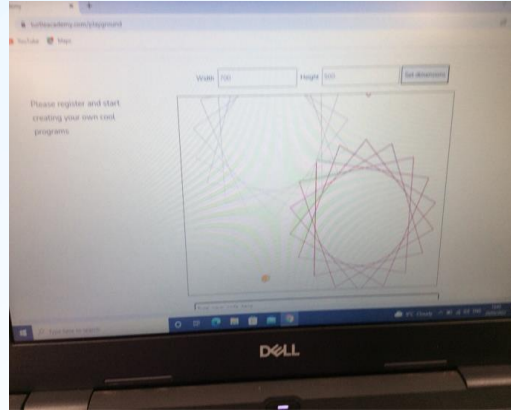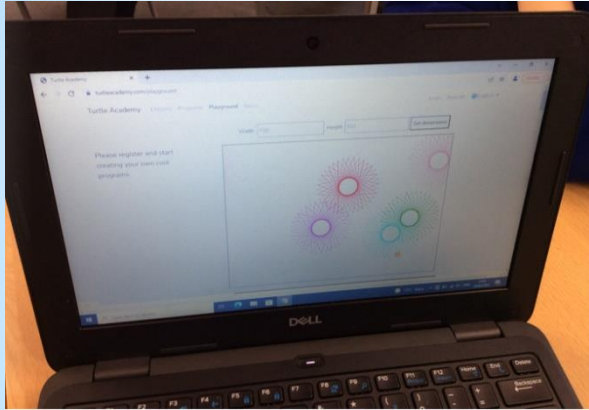
When I found a pattern that I was happy with I was able to repeat the loops in different colours!

Next time, I would like to make my pattern smaller so that I could fill the page more.

Computing	FLE Y3/4	Programming

What I have learnt before:

I know what an algorithm is and how they're used on digital devices. I know how to create and debug simple programs using scratch.

Forever Facts

Programming is when we make a set of instructions for computers to follow.

'debug' is when I correct mistakes in programming'

We use algorithm which we can plan, model and test in order to create accurate and imaginative shapes and patterns.

Some basic commands include:
FD: forwards   BK: backwards
LT: left turn   RT: right turn
(These are always followed by a space and a number e.g. FD 50)

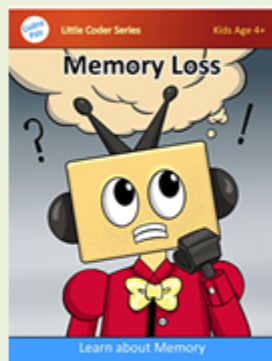## Skills

Design and write simple programs.

Debug programs when they go wrong.

Use control commands to draw shapes.

Culture Capital: learning computing skills will ensure children become digitally literate so they are able to be active participants in a digital world and succeed in the future workplace.

Jobs this could be used in: computer programmer; web developer; computer systems engineer.

Exciting Books

Little Coder Series   Kids Age 4+
Memory Loss
Learn about Memory

Our Endpoint

To apply the skills learnt in this unit to create a program containing a count-controlled loop.

Subject Specific Vocabulary

debug	Correcting mistakes in programming.
sequence	A set of instructions that are followed in order
programs	Instructions written in language (code) that a computer will understand.
input	The way a computer receives data (keyboard, mouse, touchscreen).
algorithms	A sequence of instructions or a set of rules that are followed to complete a task. The task can be anything, but clear instructions must be given for the task.
count-controlled loop.	Count-controlled loops are used to make a computer do the same thing a specific number of times.