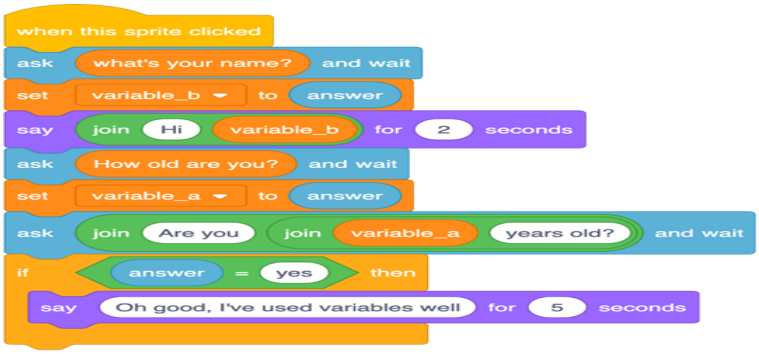
WINKLEIGH Primary School

Programming– Variables in Games

Construction



Prior Knowledge

Year 1– Understand what algorithms are, how they are implemented as programs on digital devices.

Year 2 - Understand what algorithms are; how they are implemented as programs on digital devices.

Year 3 – Design, write and debug programs that accomplish specific goals.

Year 4 – Use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs.

Future Knowledge

Year 6—Select, use and combine a variety of software on a range of digital devices.

My Component Knowledge:

Lesson 1: I can identify examples of information that is variable.

Lesson 2: I can recognise that the value of a variable can be changed.

Lesson 3: I can decide where in a program to change a variable.

Lesson 4: I can create algorithms for my project.

Lesson 5: I can test the code that I have written.

Lesson 6: I can share my game with others.

My Composite Knowledge:

I can design, write and debug programs that accomplish specific goals. Using variables and various forms of input and output.

My Powerful Knowledge:

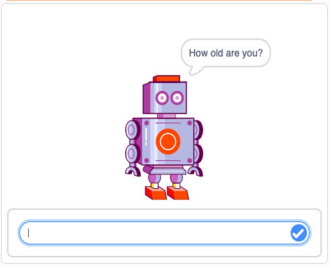
I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

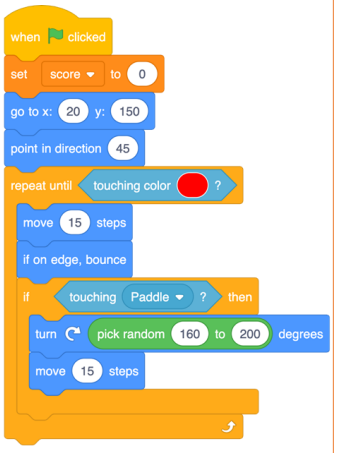
Key Vocabulary

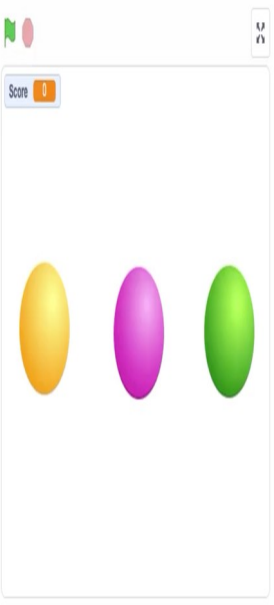
Tier 1: change, name, improve

Tier 2: variable, value, share, evaluate

Tier 3: output, test, debug







What is a variable?

How can I test variables?