



Computer Science

Year Group	Scratch/Beebot	Computing
R	<ul style="list-style-type: none"> - Choose what to make Beebot do - Programme Beebot using a series of 2 or more instructions and guess what will happen - Give instructions to someone else to follow - Begin to write my instructions down for someone to follow - Work with others to solve a problem 	<ul style="list-style-type: none"> - Understand what algorithms are - Create simple programs - Debug own errors
1	<ul style="list-style-type: none"> - Plan a simple journey using Beebot - Make changes to correct my commands for a simple journey - Write out my instructions carefully for others to read and follow - Plan, guess and test my instructions using the right commands - Reverse Beebot's instructions to make him return to the start - Use sequences of instructions to control a robot and make it do exactly what I want it to do 	<ul style="list-style-type: none"> - Debug own errors - Understand what algorithms are - Create simple programs
2	<ul style="list-style-type: none"> - Plan, guess and test my instructions using the right commands - Reverse Beebot's instructions to make him return to the start - Use sequences of instructions to control a robot and make it do exactly what I want it to do - Use mouse click to change costumes - Use mouse click to change accessories - Using a keyboard input to control aspects of a game - Use simple sequence of code - Use a repeat loop 	<ul style="list-style-type: none"> - Create simple programs - Understand that algorithms are implemented as programs on digital devices - Understand that programs execute by following precise and unambiguous instructions - Debug simple programs - Use logical reasoning to predict the behaviour of simple programs
3	<ul style="list-style-type: none"> - Use mouse click to change costumes - Use a mouse click to change accessories - Using a keyboard input to control aspects of a game - Use simple sequence of code - Use a repeat loop 	<ul style="list-style-type: none"> - Understand that algorithms are implemented as programs on digital devices - Understand that programs execute by following precise and unambiguous instructions - Debug simple programs - Use logical reasoning to predict the behaviour of simple programs - Write programs that accomplish specific goals



		<ul style="list-style-type: none"> - Use sequence in programs - Work with various forms of input - Work with various forms of output
4	<ul style="list-style-type: none"> - Using a keyboard input to control aspects of a game - Use simple sequence of code - Use a repeat loop - Use 'if else' selection - Broadcast to trigger other blocks - Use a variable for score - Decomposing a basic example game - Use forever loops - Use score and timer variables - User testing and feedback - Repeat x times loops - Variables in a loop - Input to a list - Using a variable within a say command 	<ul style="list-style-type: none"> - Write programs that accomplish specific goals - Use sequence in programs - Work with various forms of input - Work with various forms of output - Design and create programs - Debug programs that accomplish specific goals - Use repetition in programs
5	<ul style="list-style-type: none"> - Use 'if else' selection - Broadcast to trigger other blocks - Use a variable for score - Using a keyboard inputs to control an aspects of the game - Use simple forever loops - Use simple colour conditional operator - Use a sprite to move towards a mouse - Make all programs stop on contact - Change background - Simple move, turn, direction and XY coordinates blocks - User input into a variable - Using variable to set number of repeats, move distance and turn angle 	<ul style="list-style-type: none"> - Design programs that accomplish specific goals - Design and create programs - Debug programs that accomplish specific goals - Use repetition in programs - Control or simulate physical systems - Use logical reasoning to detect and correct errors in programs - Understand how computer networks can provide multiple services, such as the World Wide Web Appreciate how search results are selected
6	<ul style="list-style-type: none"> - Converting user input into a variable - Multiplying a variable - Using one variable to set the amount in another variable - Using conditional selection blocks to make a menu - Repeat until control blocks - Subtracting from a variable 	<ul style="list-style-type: none"> - Design, write and debug programs that accomplish specific goals - Solve problems by decomposing them in smaller parts - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output - Use repetition in programs



		<ul style="list-style-type: none">- Control or simulate physical systems- Solve problems by decomposing them into smaller parts- Use selection in programs Work with variables- Use logical reasoning to explain how some simple algorithms work- Use logical reasoning to detect and correct errors in algorithms and programs- Understand computer networks, including the internet- Appreciate how search results are ranked
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