Lisburne School

Computing

Computer Science

Key Vocabulary

Algorithm
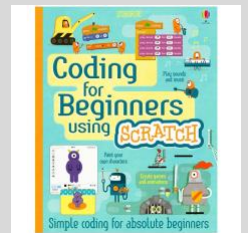
Debug

Coding

Programme

Repetition

Sequence

Outcome

Command

Forest School

Make a repeating pattern using natural resources (eg: cone, leaf, cone leaf).

Follow a set of instructions to make an item (eg: bird feeder)

Therapy (SALT/OT)

Finger isolation on beebot

Shows coordination and control when pressing switch at the correct time

Programming

- Make very simple programs.
- Use algorithms and know that they can be implemented as programs on devices.
- Understand that programs execute by following a precise set of instructions.
- Move a programmable toy in different directions, by giving and following instructions
- Combine commands to follow a route with beebot

Problem Solving

- Understand what algorithms are and develop strategies to help find bugs in them.
- Know what debugging is and find errors in their programs.
- Create simple programs and further develop their strategies and logical thinking to find bugs and solve these
- Explore outcomes when instructions are given in different orders
- Reorder a sequence of instructions and correct errors in programs (debug)
- Predict the outcome of a programme

Websites or Apps

Outcomes

- Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
- Create and debug simple programs.
- Use logical reasoning to predict the behaviour of simple programs.
- Recognise common uses of information technology beyond.