

Key Vocabulary

- Switch
- Cause/Effect
- Result
- Repeat
- Problem

Programming

- Presses switch to activate object
- Choose to play with a cause and effect toy / resource
- Recognise that an action produces a predictable result
- Use a toy with buttons i.e. cash register
- Track movement across a screen showing reaction at appropriate point
- Press go switch on floor turtle to make it repeat action
- Input simple operation with a beebot
- Move the beebot to a specified destination
- Generate a sequence of instructions including ‘right angle’ turns with a beebot

Problem Solving

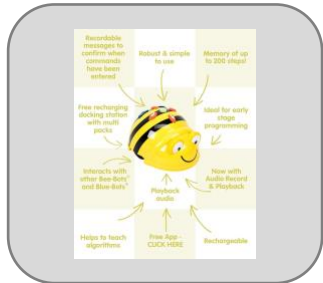
- Apply potential solutions systematically [e.g. pressing a switch repeatedly after the power source has been turned off]
- Operating one switch rather than another to achieve a desired result
- Know they can use technology to control things around them
- Recognise the success or failure of an action
- Try another approach if the first doesn’t succeed
- Appreciate that changing instructions can change outcomes
- Understands in a two switch activity that each switch triggers a separate action



Pre-National Curriculum

Computing

Computer Science



Forest School

Make a simple lever using a length of rope to lift a bucket. Allow children to explore the cause and effect.

Control a RC toy around FS.

Therapy (SALT/OT)

Finger isolation when pressing beebot buttons

Pressing buttons at the correct time

Websites or Apps



Outcomes

- Understand a variety of different cause and effect programmes.
- Understand that pressing a switch can cause different outcomes.
- Show an understanding when an effect isn’t as expected.
- Attempt to try an solve problems when a cause/effect doesn’t produce the expected outcome.