

I can program movement
I can choose blocks to set up my program

I can modify a program using a design
I can test a program against a given design
I can evaluate my project

I can implement my design I can make design choices and justify them

I can consider the real world when making design choices I can use a programming extension I can build more sequences of commands to make my design work

I can choose suitable keys to turn on additional features I can identify additional features (from a given set of blocks) I can match a piece of code to an outcome

3

4

5

develop my program by adding features

design and create a maze-based challenge

o identify and fix bugs in a program

Events and actions

Teach Computing Taxonomy		
Abbreviation	Strand	Description
NW	Networks	Understand how networks can be used to retrieve and share information, and how they come
СМ	Creating Media	Select and create a range of medic including text, images, sounds, and video
DI	Data & Information	Understand how data is stored, organised, and used to represent real-world artefacts and scenarios
DD	Design & Deveopment	Understand the activities involved in planning, creating, and evaluatin computing artefacts
CS	Computing Systems	Understand what a computer is, an how its constituent parts function together as a whole
IT	Impact of Technology	Understand how individuals, systems, and society as a whole interact with computer systems
AL	Algorithms	Be able to comprehend, design, create, and evaluate algorithms
PG	Programming	Create software to allow computer to solve problems
ET	Effective Use of tools	Use software tools to support computing work
SS	Safety & Security	Understand risks when using technology, and how to protect individuals and systems