

Teach Computing - Year 6 Summer 1 Curriculum Map

Year group	Unit	Lesson	Learning objectives	Success Criteria
6	Programming A - Variables in games	1	-To define a 'variable' as something that is changeable	-I can explain that the way a variable changes can be defined - I can identify examples of information that is variable - I can identify that variables can hold numbers or letters
6	Programming A - Variables in games	2	-To explain why a variable is used in a program	-I can explain that a variable has a name and a value - I can identify a program variable as a placeholder in memory for a single value - I can recognise that the value of a variable can be changed
6	Programming A - Variables in games	3	-To choose how to improve a game by using variables	-I can decide where in a program to change a variable - I can make use of an event in a program to set a variable - I can recognise that the value of a variable can be used by a program
6	Programming A - Variables in games	4	-To design a project that builds on a given example	-I can choose the artwork for my project - I can create algorithms for my project - I can explain my design choices
6	Programming A - Variables in games	5	-To use my design to create a project	-I can choose a name that identifies the role of a variable - I can create the artwork for my project - I can test the code that I have written
6	Programming A - Variables in games	6	-To evaluate my project	-I can identify ways that my game could be improved - I can share my game with others - I can use variables to extend my game