

Teach Computing - Year 4 Summer 2 Curriculum Map

Year group	Suggested order	Unit	Lesson	Learning objectives	Success Criteria
4	6	Programming B - Repetition in games	1	-To develop the use of count-controlled loops in a different programming environment	-I can list an everyday task as a set of instructions including repetition - I can modify a snippet of code to create a given outcome - I can predict the outcome of a snippet of code
4	6	Programming B - Repetition in games	2	-To explain that in programming there are infinite loops and count controlled loops	-I can choose when to use a count-controlled and an infinite loop - I can modify loops to produce a given outcome - I can recognise that some programming languages enable more than one process to be run at once
4	6	Programming B - Repetition in games	3	-To develop a design that includes two or more loops which run at the same time	-I can choose which action will be repeated for each object - I can evaluate the effectiveness of the repeated sequences used in my program - I can explain what the outcome of the repeated action should be
4	6	Programming B - Repetition in games	4	-To modify an infinite loop in a given program	-I can explain the effect of my changes - I can identify which parts of a loop can be changed - I can re-use existing code snippets on new sprites
4	6	Programming B - Repetition in games	5	-To design a project that includes repetition	-I can develop my own design explaining what my project will do - I can evaluate the use of repetition in a project - I can select key parts of a given project to use in my own design
4	6	Programming B - Repetition in games	6	-To create a project that includes repetition	-I can build a program that follows my design - I can evaluate the steps I followed when building my project - I can refine the algorithm in my design