

Teach Computing - Year 6 Summer 2 Curriculum Map

Year group	Unit	Lesson	Learning objectives	Success Criteria
6	Programming B - Sensing movement	1	-To create a program to run on a controllable device	-I can apply my knowledge of programming to a new environment - I can test my program on an emulator - I can transfer my program to a controllable device
6	Programming B - Sensing movement	2	-To explain that selection can control the flow of a program	-I can determine the flow of a program using selection - I can identify examples of conditions in the real world - I can use a variable in an if, then, else statement to select the flow of a program
6	Programming B - Sensing movement	3	-To update a variable with a user input	-I can experiment with different physical inputs - I can explain that checking a variable doesn't change its value - I can use a condition to change a variable
6	Programming B - Sensing movement	4	-To use a conditional statement to compare a variable to a value	-I can explain the importance of the order of conditions in else, if statements - I can modify a program to achieve a different outcome - I can use an operand (e.g. <=>) in an if, then statement
6	Programming B - Sensing movement	5	-To design a project that uses inputs and outputs on a controllable device	-I can decide what variables to include in a project - I can design the algorithm for my project - I can design the program flow for my project
6	Programming B - Sensing movement	6	-To develop a program to use inputs and outputs on a controllable device	-I can create a program based on my design - I can test my program against my design - I can use a range of approaches to find and fix bugs