

Year 4	3 Repetition in Shapes
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Key Learning:

To identify that accuracy in programming is important

- I can program a computer by typing commands
- I can explain the effect of changing a value of a command
- I can create a code snippet for a given purpose

To create a program in a text-based language

- I can use a template to draw what I want my program to do
- I can write an algorithm to produce a given outcome
- I can test my algorithm in a text-based language

To explain what 'repeat' means

- I can identify repetition in everyday tasks
- I can identify patterns in a sequence
- I can use a count-controlled loop to produce a given outcome

To modify a count-controlled loop to produce a given outcome

- I can identify the effect of changing how many times a task is repeated
- I can predict the outcome of a program containing a count-controlled loop
- I can choose which values to change in a loop

To decompose a task into small steps

- I can identify 'chunks' of actions in the real world
- I can use a procedure in a program
- I can explain that a computer can repeatedly call a procedure

To create a program that uses count-controlled loops to produce a given outcome

- I can design a program that includes count-controlled loops
- I can make use of my design to write a program
- I can develop my program by debugging it

Vocabulary:

Logo (programming environment), program, turtle, commands, code snippet, algorithm, design, debug, pattern, repeat, repetition, count-controlled loop, value, trace, decompose, procedure