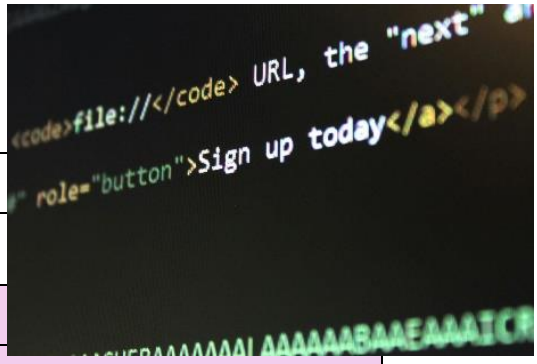

Year 6	6 Sensing

Key Learning:

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

To explain that selection can control the flow of a program

- 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
- I can determine the flow of a program using selection

To update a variable with a user input

- I can use a condition to change a variable
- I can experiment with different physical inputs
- I can explain that checking a variable doesn't change its value

To use an conditional statement to compare a variable to a value

- I can use an operand (e.g. <>=) in an if, then statement
- I can explain the importance of the order of conditions in else, if statements
- I can modify a program to achieve a different outcome

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

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

Vocabulary:

Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.