Y6 Computing N2K – Programming B - Sensing Movement Summer 1

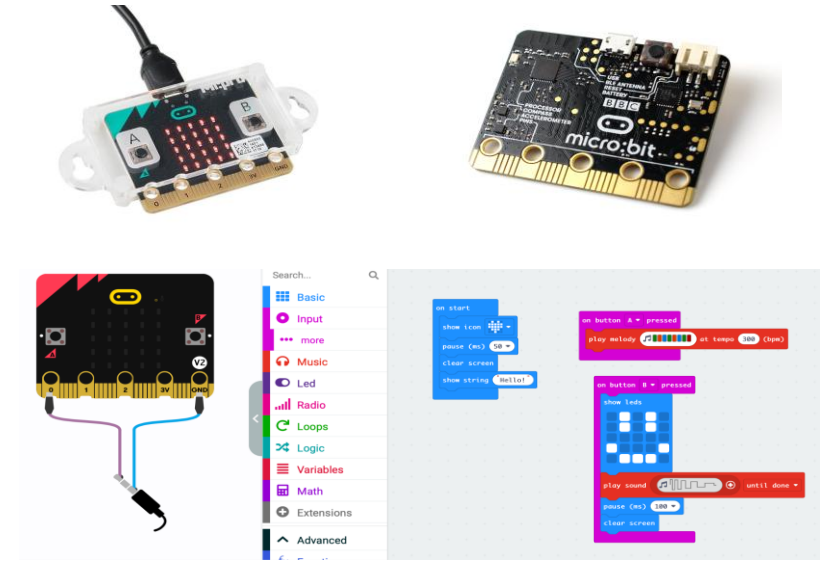
Concepts

Computer Science

Design, write and debug programs that accomplish a specific goal while controlling a controllable device.
Use sequence, selection and repetition in programs and work with variables and various forms of input and output.
Use logical reasoning to explain how simple algorithms work and detect and correct errors.

Key Skills

- Create a program to run on a controllable device.
- Explain that selection can control the flow of a program.
- Update a variable with a user input and use a conditional statement to compare to a value.
- Design and develop a program that uses inputs and outputs on a controllable device.



Enquiry Questions

- How can I determine the flow of a program?
- What kinds of physical input can I use?
- Why is order really important in 'else, if' statements?

Key Vocabulary

input - Data that is sent to a program to be processed.
process - A program, or part of a program, that is running on a computer.
output - The result of data processed by a computer.
flashing - A process whereby each time a program is written to a device, the entire memory is wiped before the new program is added.
selection - Part of a program where if a condition is met, then a set of commands is run.
condition - A statement that can be either True or False.
variable - A named piece of data (often a number or text) stored in a computer's memory which can be accessed and changed by a computer program.
value - A piece of data (often a number or text) that can be changed and manipulated by a program.