

# Computing - Coding

Session	Key outcomes and knowledge	Me	Teacher
1 Coding Efficiently Unit 5.1, Lesson 1	<ul style="list-style-type: none"> <li>I can use simplified code to make my programming more efficient.</li> <li>I can use variables in my code.</li> <li>I can create a simple playable game.</li> <li>I know that I should test and debug my programs as I go.</li> <li>I know that being logical can help to identify the cause of bugs.</li> </ul>		
2 Simulating a physical system Unit 5.1, Lesson 2	<ul style="list-style-type: none"> <li>I can plan an algorithm modelling the sequence of traffic lights.</li> <li>I can select the right images to reflect the simulation I am making.</li> <li>I can use my plan to program the simulation to work in 2Code.</li> </ul>		
3 Friction and Functions Unit 5.1, Lesson 4	<ul style="list-style-type: none"> <li>I can create a program which represents a physical system.</li> <li>I can create and use functions in their code to make my programming more efficient.</li> </ul>		
4 Introducing Strings Unit 5.1, Lesson 5	<ul style="list-style-type: none"> <li>I can create and use strings in programming.</li> <li>I can set/change variable values appropriately.</li> <li>I know some ways that text variables can be used in coding.</li> </ul>		
5 Text Variable and Concatenation Unit 5.1, Lesson 6	<ul style="list-style-type: none"> <li>Children can create a string and use it in their program.</li> <li>Children can use strings to produce a range of outputs in their program.</li> </ul>		
6 User Input Unit 6.1, Lesson 5	<ul style="list-style-type: none"> <li>Children can create a string and use it in their program.</li> <li>Children can use strings to produce a range of outputs in their program.</li> <li><b>Children know that, to achieve a design they need to combine sequence, selection and repetition. (Y5)</b></li> </ul>		

