

# Objectives

Lesson	Title	National Curriculum Links	Objectives	Success Criteria	Vocabulary
6.2.1	iControl	<ul style="list-style-type: none"> <li>* design, write and debug programs that accomplish specific goals</li> </ul>	<ul style="list-style-type: none"> <li>* To understand the difference between games and simulations</li> <li>* To identify the various inputs that computer games can use</li> </ul>	<ul style="list-style-type: none"> <li>* The children create a timeline of computer game control</li> </ul>	control; input; output; simulation
6.2.2	iGame	<ul style="list-style-type: none"> <li>* solve problems by decomposing them into smaller parts</li> </ul>	<ul style="list-style-type: none"> <li>* To program a computer game by sequencing conditional statements</li> </ul>	<ul style="list-style-type: none"> <li>* The children program a pong style game</li> </ul>	control; input; output; process; condition; statement; if; then
6.2.3	iPlan	<ul style="list-style-type: none"> <li>* use sequence, selection, and repetition in programs</li> <li>* work with variables and various forms of input and output</li> </ul>	<ul style="list-style-type: none"> <li>* To understand that the behaviour of a computer program should be planned</li> <li>* To understand that programs are developed according to a plan</li> </ul>	<ul style="list-style-type: none"> <li>* The children plan a computer game</li> </ul>	design; plan; logical operators (greater than, less than, equal to, less than and equal to, greater than and equal to); variables
6.2.4	iCode		<ul style="list-style-type: none"> <li>* To program an algorithm according to a plan</li> </ul>	<ul style="list-style-type: none"> <li>* The children begin to program a game they have planned</li> </ul>	algorithm; plan; sprite; costume; variable; iteration (repeat, forever, while); test; bug
6.2.5	iDevelop		<ul style="list-style-type: none"> <li>* To develop a program according to a plan</li> </ul>	<ul style="list-style-type: none"> <li>* The children develop their games to include variables</li> </ul>	algorithm; plan; sprite; costume variable; iteration (repeat, forever, wait)
6.2.6	iDebug	<ul style="list-style-type: none"> <li>* detect and correct errors in algorithms and programs</li> </ul>	<ul style="list-style-type: none"> <li>* To develop strategies for testing and debugging computer programs</li> </ul>	<ul style="list-style-type: none"> <li>* The children find and fix errors in their program</li> </ul>	test; bugs; debug; amend; systematically