Computing Year 6
Summer 1
Computer Science
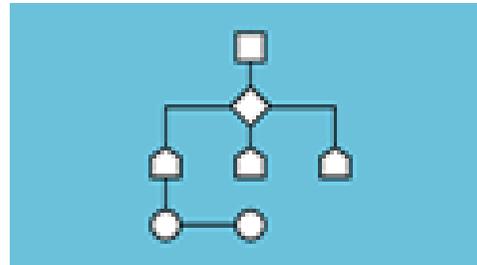
Prototype - the first one of your product that you make.

Curriculum pathway:

Reception:To explore and represent pattern	Year 1: Understand what algorithms are how they are implemented as programs on digital devices
Year 2Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Year 3: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems
Year 4: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems	Year 5 Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Year 6: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems	

Key Questions:

Why is 'Number' not a useful name for a variable?

What would happen if the score was never reset in a game?

Key Facts:

A variable can only hold one value at any one time.

Variables can be set and changed while a program is running.