

<p>To choose a command for a given outcome</p> <ul style="list-style-type: none"> - can compare different programming blocks - can find which commands to reuse or split - can use commands to reuse a task 	<p>To explain that a sequence of commands has a start</p> <ul style="list-style-type: none"> - can identify that a program needs to be started - can identify the start of a sequence - can show how to run the program 	<p>To explain how a task moves in an external context</p> <ul style="list-style-type: none"> - can choose which keys to use for actions and explain my choices - can explain the relationship between an event and an action - can identify a way to improve a program 	<p>To develop the use of count-controlled loops in a different programming environment</p> <ul style="list-style-type: none"> - can list an everyday task as a set of instructions including repetition - can modify a range of code to create a given outcome - can extend the outcome of a loop or code 	<p>To explain how selection is used in computer programs</p> <ul style="list-style-type: none"> - can explain the use of a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To create a program to run on a controllable device</p> <ul style="list-style-type: none"> - can identify conditions in a program - can modify a condition in a program - can reach how conditions are used in selection 	<p>To apply my knowledge of programming to a new environment</p> <ul style="list-style-type: none"> - can test my program on a simulator - can transfer my program to a controllable device - can determine the flow of a program using selection - can identify examples of conditions in the real world - can use a variable in an if, else, else statement to select the flow of a program
<p>To show that a series of commands can be linked together</p> <ul style="list-style-type: none"> - can use my program - can use a Start block in a program - can use more than one block to connect them together 	<p>To explain that a sequence of commands has an outcome</p> <ul style="list-style-type: none"> - can change the outcome of a sequence of commands - can match two sequences with the same outcome - can extend the outcome of a sequence of commands 	<p>To create a program to move a turtle in four directions</p> <ul style="list-style-type: none"> - can choose a character for my project - can match two suitable size for a character in a maze - can separate movement 	<p>To explain that programming there are infinite loops and count-controlled loops</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain how selection connects a condition to an outcome</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To create a program to run on a controllable device</p> <ul style="list-style-type: none"> - can identify conditions in a program - can modify a condition in a program - can reach how conditions are used in selection 	<p>To explain that selection can control the flow of a program</p> <ul style="list-style-type: none"> - can determine the flow of a program using selection - can identify examples of conditions in the real world - can use a variable in an if, else, else statement to select the flow of a program
<p>To identify the effect of changing a value</p> <ul style="list-style-type: none"> - can change the value - can find blocks that have numbers - can see what happens when I change a value - can add blocks to each of my sprites - can delete a sprite - can show that a project can include more than one sprite 	<p>To create a program using a given design</p> <ul style="list-style-type: none"> - can build the sequence of blocks I need - can decide which blocks to use to meet the design - can work out the steps of a turtle or an algorithm 	<p>To adapt a program to a new context</p> <ul style="list-style-type: none"> - can choose blocks to set up my program - can consider the real world when making design choices - can use a programming extension 	<p>To develop a design that includes two or more loops which run at the same time</p> <ul style="list-style-type: none"> - can choose which actions will be repeated for each object - can evaluate the effectiveness of the repeated sequence used in my program - can explain what the outcome of the repeated action should be 	<p>To explain how selection directs the flow of a program</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection connects a condition to an outcome</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection can control the flow of a program</p> <ul style="list-style-type: none"> - can determine the flow of a program using selection - can identify examples of conditions in the real world - can use a variable in an if, else, else statement to select the flow of a program
<p>To explain that each sprite has its own instructions</p> <ul style="list-style-type: none"> - can change the value - can find blocks that have numbers - can see what happens when I change a value - can add blocks to each of my sprites - can delete a sprite - can show that a project can include more than one sprite 	<p>To change a given design</p> <ul style="list-style-type: none"> - can build more sequences of commands to make my design work - can choose backgrounds for the design - can choose characters for the design - can choose characters for the design - can create a program based on the new design 	<p>To develop my program by adding features</p> <ul style="list-style-type: none"> - can match a piece of code to an outcome - can modify a program using a design - can create an algorithm - can evaluate my project - can improve my program - can identify additional features from a given set of blocks 	<p>To modify an infinite loop in a given program</p> <ul style="list-style-type: none"> - can choose which actions will be repeated for each object - can evaluate the effectiveness of the repeated sequence used in my program - can explain what the outcome of the repeated action should be 	<p>To explain how selection directs the flow of a program</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection connects a condition to an outcome</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection can control the flow of a program</p> <ul style="list-style-type: none"> - can determine the flow of a program using selection - can identify examples of conditions in the real world - can use a variable in an if, else, else statement to select the flow of a program
<p>To design the acts of a project</p> <ul style="list-style-type: none"> - can choose appropriate artwork for my project - can create an algorithm for each sprite - can decide how each sprite will move - can add programming blocks based on my algorithm - can test the program I have created - can see what each sprite can do 	<p>To create a program using my own design</p> <ul style="list-style-type: none"> - can build sequences of blocks to match my design - can choose the design for my own design - can create an algorithm - can evaluate my project - can improve my program - can identify additional features from a given set of blocks 	<p>To design and create a more-based challenge</p> <ul style="list-style-type: none"> - can match a piece of code to an outcome - can modify a program using a design - can create an algorithm - can evaluate my project - can improve my program - can identify additional features from a given set of blocks 	<p>To design a project that includes repetition</p> <ul style="list-style-type: none"> - can choose which actions will be repeated for each object - can evaluate the effectiveness of the repeated sequence used in my program - can explain what the outcome of the repeated action should be 	<p>To explain how selection directs the flow of a program</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection connects a condition to an outcome</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection can control the flow of a program</p> <ul style="list-style-type: none"> - can determine the flow of a program using selection - can identify examples of conditions in the real world - can use a variable in an if, else, else statement to select the flow of a program
<p>To use my algorithm to create a program</p> <ul style="list-style-type: none"> - can choose appropriate artwork for my project - can create an algorithm for each sprite - can decide how each sprite will move - can add programming blocks based on my algorithm - can test the program I have created - can see what each sprite can do 	<p>To block how my project can be improved</p> <ul style="list-style-type: none"> - can build sequences of blocks to match my design - can choose the design for my own design - can create an algorithm - can evaluate my project - can improve my program - can identify additional features from a given set of blocks 	<p>To design and create a more-based challenge</p> <ul style="list-style-type: none"> - can match a piece of code to an outcome - can modify a program using a design - can create an algorithm - can evaluate my project - can improve my program - can identify additional features from a given set of blocks 	<p>To design a project that includes repetition</p> <ul style="list-style-type: none"> - can choose which actions will be repeated for each object - can evaluate the effectiveness of the repeated sequence used in my program - can explain what the outcome of the repeated action should be 	<p>To explain how selection directs the flow of a program</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection connects a condition to an outcome</p> <ul style="list-style-type: none"> - can choose when to use a count-controlled and an infinite loop - can modify loops to produce a given outcome - can recognize that some programming languages enable more than one action to be used at once 	<p>To explain that selection can control the flow of a program</p> <ul style="list-style-type: none"> - can determine the flow of a program using selection - can identify examples of conditions in the real world - can use a variable in an if, else, else statement to select the flow of a program