**Important information**

Logo

Description automatically generated

Graphical user interface, website

Description automatically generated**Input**

**Output**

**Instructions**

**Algorithm**

**Keyboard**

**Keys**

**Debug**

# Objects on screen can be controlled and moved with algorithms. Pupils also need to be able to spot how instructions need to be changed to make objects move as desired.



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|  | Lesson Question | What you will learn | Learning Review |
| 1 | I can write a series of instructions. | Give clear and precise instructions to gain a series of movements. |  |
| 2 | I can plan a journey for a programmable toy. | Using basic commands (forwards, backwards, right and left) to control a programmable toy. |  |
| 3 | Learn that programmes respond to different types of inputs. | Use a range of inputs and gauge response. |  |
| 4 | I can use the keyboard to control objects on a screen. | Learn and use a range of keys to control inputs on a screen. |  |
| 5 | I can use one object to control another on the screen. | Use objects to inform how others move on the screen. |  |
| 6 | I can begin to debug. | Use control and perform skills. Check and work through simple instructions to work out what is not working. |  |