

St Anthony of Padua Catholic Primary School

Computing Medium Term Plan – Year 4 – Autumn 2 – Hour of Code

Lesson	Driving Question	Lesson	Assessment
1	What makes a computer program work?	In this lesson the children will be introduced to the Hour of Code website and the programming activities. They will navigate and start programming with a basic activity.	(CS) I can design an algorithm to simulate a real-life situation.
2	How do loops make coding easier and more efficient?	In this lesson, the children will explore the concept of loops in programming, and they can reduce the number of instructions needed to complete a task, making the program more efficient.	(CS) I can design and write a program for a given purpose, including specific programming features.
3	How do conditionals change the behaviour of a program?	In this lesson the children will learn about conditional logic in programming. Conditional logic in programming is just like making decisions in a game. It helps the computer decide what to do based on different situations.	(CS) I can solve an open-ended problem by breaking it up into smaller parts.
4	How do we find and fix errors in our code?	In this lesson, the children will focus on finding and fixing errors in code (debugging). Then, the children will solve puzzles in a game called Pirate Plunder.	(CS) I can test existing programs to see how they could be improved.

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5	What is an event block used for in a game?	In this lesson, the children will explore events within block programming. They will create an interactive game called 'Flappy Bird' using the Hour of Code website.	(IT) I can create with technology. E.g. Video, illustrations, animation, 3D
6	How can we design a fun maze puzzle using our knowledge of coding and creativity?	The children will design their own 'Hour of Code' puzzle in this lesson. They will learn about decomposition as they undertake a creative project. Finally, they will showcase their creativity by presenting their puzzle concept designs.	(IT) I can improve the quality and presentation of my work using editing and formatting techniques.