

End of Unit Assessment | Computing | Year 1 | Programming Toys

All	Most	Some
<p>Create step-by-step instructions using pictures, write and follow detailed step-by-step instructions, direct a Bee-Bot (or similar programmable toy) to a toy, program a Bee-Bot (or similar programmable toy) one instruction at a time, using the arrow buttons.</p>	<p>Say what an algorithm is, say why it is important to be precise when writing an algorithm, check their work for mistakes (debug); program a Bee-Bot (or similar programmable toy) using the arrow buttons, start their programming sequence again if they need to, check their work for mistakes to debug a program, plan and check an algorithm.</p>	<p>See how a product changes when they change the instructions, evaluate and improve their sequence (debug).</p>
33%	33%	33%
<p>Name Name Name Name</p>	<p>Name Name Name Name</p>	<p>Name Name Name Name</p>

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Insert a character against the criteria the child has met. If they have not met the criteria leave it blank.

		Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	% of class		
% met by child		0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
Has the child met the all and most statements?		n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	n	0%	
All	Create step-by-step instructions using pictures.																																							0%
	Write and follow detailed step-by-step instructions.																																							0%
	Direct a Bee-Bot (or similar programmable toy) to a toy.																																							0%
	Program a Bee-Bot (or similar programmable toy) one instruction at a time, using the arrow buttons.																																							0%
Most	Say what an algorithm is.																																							0%
	Say why it is important to be precise when writing an algorithm.																																							0%
	check their work for mistakes (debug).																																							0%
	Program a Bee-Bot (or similar programmable toy) using the arrow buttons.																																							0%
	Start their programming sequence again if they need to.																																							
Some	Check their work for mistakes to debug a program.																																							0%
	Plan and check an algorithm.																																							0%
	See how a product changes when they change the instructions.																																							0%
	Evaluate and improve their sequence (debug).																																							0%

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Lesson Aim		Success Criteria																														"Insert a character against the criteria the child has met. If they have not met the criteria leave it blank."					
		Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	Name	
	% met by child	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	0%	
1	I can create instructions using pictures.																																			0%	
	I know what an algorithm is.																																				0%
	I can create step-by-step instructions using pictures.																																				0%
2	I can say why it is important to be precise when writing an algorithm.																																				0%
	I can write and follow detailed instructions.																																				0%
	I can see how a product changes when I change the instructions.																																				0%
3	I can write instructions to program a person like a computer.																																				0%
	I can write step-by-step instructions.																																				0%
	I can check my work for mistakes (debug).																																				0%
4	I can program a Bee-Bot (or similar programmable toy) to move.																																				0%
	I can direct a Bee-Bot (or similar programmable toy) to a toy.																																				0%
	I can program a Bee-Bot (or similar programmable toy) using the arrow buttons.																																				0%
5	I can debug a Bee-Bot (or similar programmable toy).																																				0%
	I can check my work for mistakes to debug a program.																																				0%
	I can start my programming sequence again if I need to.																																				0%
6	I can program a sequence to make a Bee-Bot (or similar programmable toy) move.																																				0%
	I can plan and check an algorithm.																																				0%
	I can evaluate and improve my sequence (debug).																																				0%

NC Aims Covered in the Programming Toys

Use technology purposefully to create digital content.

Understand how [algorithms] are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions

Understand what algorithms are and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

I can...

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Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
I can create instructions using pictures.	I can say why it is important to be precise when writing an algorithm.	I can write instructions to program a person like a computer.	I can program a Bee-Bot (or similar programmable toy) to move.	I can debug a Bee-Bot (or similar programmable toy).	I can program a sequence to make a Bee-Bot (or similar programmable toy) move.
I know what an algorithm is.	I can write and follow detailed instructions.	I can write step-by-step instructions.	I can direct a Bee-Bot (or similar programmable toy) to a toy.	I can check my work for mistakes to debug a program.	I can plan and check an algorithm.
I can create step-by-step instructions using pictures.	I can see how a product changes when I change the instructions.	I can check my work for mistakes (debug).	I can program a Bee-Bot (or similar programmable toy) using the arrow buttons.	I can start my programming sequence again if I need to.	I can evaluate and improve my sequence (debug).

Computing: Programming Toys

K

W

L

What I know

What I want to know

What I have learnt

