End of Unit Assessment | Computing | Year 4 | Programming Turtle Logo

All	Most	Some
Write procedures using simple algorithms, change the colour of the pen and write text using the label command.	Draw shapes using setpos or setxy, fill shapes in different colours and draw arcs of different sizes as required.	Create sophisticated algorithms and procedures, including procedures with variables.
33%	**33%**	**33%**
Name	Name	Name
Name	Name	Name
Name	Name	Name
Name	Name	Name

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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	% 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%	
	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	0%
All	Write procedures using simple algorithms.																																0%
All	Change the colour of the pen.																																0%
All	Write text using the label command.																																0%
Most	Draw shapes using setpos or setxy.																																0%
Most	Fill shapes in different colours.																																0%
Most	Draw arcs of different sizes as required.																																0%
Some	Create sophisticated algorithms and procedures, including procedures with variables.																																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.*

Names (columns): Name × many

	% met by child		
1	I can create and debug an algorithm to create a procedure.		0%
	I can write commands in the correct order.		0%
	I can correct any mistakes.		0%
	I can write a procedure.		0%
	I can use the commands fd, bk, rt, lt, cs, penup, pendown and repeat.		0%
2	I can create and debug an algorithm that uses setpos to draw shapes.		0%
	I can write commands in the correct order.		0%
	I can write a procedure.		0%
	I can correct any mistakes.		0%
	I can move the turtle using the setpos commands.		0%
3	I can create and debug an algorithm with different colours.		0%
	I can write commands in the correct order.		0%
	I can write a procedure.		0%
	I can correct any mistakes.		0%
	I can set the pen colour and pen size.		0%
4	I can create and debug an algorithm to fill areas with colour.		0%
	I can write commands in the correct order.		0%
	I can correct any mistakes.		0%
	I can fill an area with colour.		0%
5	I can create and debug an algorithm to write text.		0%
	I can write commands in the correct order.		0%
	I can correct any mistakes.		0%
	I can write text using the label command.		0%
6	I can create and debug an algorithm to draw arcs.		0%
	I can write commands in the correct order.		0%
	I can write a procedure.		0%
	I can correct any mistakes.		0%
	I can draw an arc.		0%

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NC Aims Covered in the Programming Turtle Logo U

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Unit

I can...   Computing | Year 4 | Programming Turtle Logo

Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5	Lesson 6
I can create and debug an algorithm to create a procedure.	**I can create and debug an algorithm that uses setpos to draw shapes.**	**I can create and debug an algorithm with different colours.**	**I can create and debug an algorithm to fill areas with colour.**	**I can create and debug an algorithm to write text.**	**I can create and debug an algorithm to draw arcs.**
I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.	I can write commands in the correct order.
I can correct any mistakes.	I can write a procedure.	I can write a procedure.	I can correct any mistakes.	I can correct any mistakes.	I can write a procedure.
I can write a procedure.	I can correct any mistakes.	I can correct any mistakes.	I can fill an area with colour.	I can write text using the label command.	I can correct any mistakes.
I can use the commands fd, bk, rt, lt, cs, penup, pendown and repeat.	I can move the turtle using the setpos commands.	I can set the pen colour and pen size.			I can draw an arc.

Computing: Programming Turtle Logo

K	W	L
What I know	**What I want to know**	**What I have learnt**