



## MEDIUM TERM PLANNING

Subject	Topic/Key Question	Year Group	Term	Time Allocation
Computing	Programming	Year 4	Autumn 1	7 hours
 Software/App – Purple Mash (Gibbon)				
<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;">  Vocabulary                             <ul style="list-style-type: none"> <li>• Action</li> <li>• Sound</li> <li>• Command</li> <li>• Algorithm</li> <li>• Scale block</li> <li>• Bug</li> <li>• Code mode</li> <li>• Object</li> <li>• Event</li> <li>• Output</li> <li>• Repeat</li> <li>• When key</li> <li>• Properties</li> <li>• Debug/debugging</li> <li>• Collision detection</li> <li>• Variable</li> <li>• When clicked</li> </ul> </div> <div style="width: 45%;"> <ul style="list-style-type: none"> <li>• Background</li> <li>• Timer</li> <li>• Stop command</li> <li>• When swiped</li> <li>• Character</li> <li>• Input</li> <li>• Alert</li> <li>• Control</li> <li>• If</li> <li>• Angle</li> <li>• If/else</li> <li>• Sequence</li> <li>• Selection</li> </ul> </div> </div>				

Lesson Sequence	Time Allocation	Key Question/WALT	Teaching Activities	Resources
Lesson 1	1 hour	WALT: Review our coding skills.	<p>In this session children will:</p> <ul style="list-style-type: none"> <li>➤ Review coding vocabulary.</li> <li>➤ use a sketch or storyboard to represent a program design and algorithm.</li> <li>➤ Use the design to create a programme.</li> </ul>	<p>Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) <b>Lesson 1</b></p> <p><b>Purple Mash</b></p> <ul style="list-style-type: none"> <li>➤ Coding vocabulary quiz 3</li> <li>➤ Coding vocabulary cards</li> <li>➤ Programme design examples</li> </ul>
Lesson 2	1 hour	WALT: use if/else statements in a programme	<p>In this lesson children will:</p> <ul style="list-style-type: none"> <li>➤ Use the if/else statements in a programme.</li> <li>➤ Create a variable.</li> <li>➤ Explore flowchart design for a programme.</li> <li>➤ Create a programme that responds to commands.</li> </ul>	<p>Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) <b>Lesson 2</b></p> <p><b>Purple Mash</b></p> <ul style="list-style-type: none"> <li>➤ Gibbon night and day guided activity.</li> <li>➤ Night and Day Flowchart.</li> </ul>

Lesson 3	1 hour	WALT: use repeat actions	<p>In this lesson children will:</p> <ul style="list-style-type: none"> <li>➤ Create a programme with a character that repeats actions.</li> <li>➤ Programme a character that responds to Keyboard input.</li> </ul>	<p>Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) <b>Lesson 3</b></p> <p><b>Purple Mash</b></p> <ul style="list-style-type: none"> <li>➤ Repeat and sequence example programme.</li> <li>➤</li> </ul>
Lesson 4	1 hour	WALT: make a timer	<p>In this lesson children will:</p> <ul style="list-style-type: none"> <li>➤ Make timers and counting machines.</li> <li>➤ Use variables to print new numbers.</li> <li>➤ Work with seconds.</li> <li>➤ Explain how they made their programme change the number.</li> </ul>	<p>Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) <b>Lesson 4.</b></p> <p><b>Purple Mash</b></p> <ul style="list-style-type: none"> <li>➤ Variable example code.</li> </ul>
Lesson 5	1 hour	WALT: make a control simulation	<p>In this lesson children will:</p> <ul style="list-style-type: none"> <li>➤ Explore how 2code can be used to investigate control by simulation.</li> <li>➤ Create an algorithm modelling the sequence of a simple event.</li> </ul>	<p>Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) <b>Lesson 5</b></p> <p><b>Purple Mash</b></p> <ul style="list-style-type: none"> <li>➤ Video of the UK traffic light sequence.</li> <li>➤ Traffic light algorithm vocabulary.</li> <li>➤ Traffic lights algorithm.</li> </ul>
Lesson 6	1 hour	WALT: use decomposition and abstraction	<p>In this lesson children will:</p> <ul style="list-style-type: none"> <li>➤ Know what decomposition and abstraction are in computer science.</li> </ul>	<p>Skills Booklet for Teachers (Can be accessed via LP or Teams in the computing areas) <b>Lesson 6</b></p>

			<ul style="list-style-type: none"> <li>➤ Decompose a real life situations and think about the level of abstraction.</li> <li>➤ Design a decomposed feature of a real life situation.</li> </ul>	<p><b>Purple Mash</b></p> <ul style="list-style-type: none"> <li>➤ Decomposition and abstraction writing frame.</li> </ul>
Lesson 7	1 hour	WALT: share our work and evaluate via a platform.	<p>Share your work with another group and allow them to evaluate your game.</p> <p>Questions to consider?</p> <p>How could it be improved to make it better?</p> <p>Can you put these changes into practice?</p> <p>Take a screen shot of your work and add it to Teams or Purple Mash. Share comments and constructive feedback.</p>	<ul style="list-style-type: none"> <li>➤ Teams</li> <li>➤ Purple Mash (2blog)</li> </ul>