CARLTON PRIMARY SCHOOL

Computing	Year 3
Focus: Repetition in games	
Age related vocabulary	

Repeat	do (something) again or more than once.	**Duplicate**	make or be an exact copy of.

		Carlton Assessment Grid	
Success Criteria	Pupil Reflection		Teacher Assessment
	Before	After	
I can identify everyday tasks that include repetition as part of a sequence.	☐	☐	
I can choose when to use a count-controlled loop and an infinite loop.	☐	☐	
I can develop a design that includes 2 loops which run at the same time.	☐	☐	
I can modify an infinite loop in a given program.	☐	☐	
I can create a game that includes repetition	☐	☐	

Key Knowledge

- The repeating commands can also be referred to as a '**loop**'.

- Loops can be repeated indefinitely (known as '**infinite loops**'), or for a set number of times (known as '**count-controlled loops**').

- When designing a program, you should follow the process:

➤ Task - what is needed?

➤ Design - what it should do?

➤ Code - how it is done?

➤ Running the code - what it does

Computing	Year 4

Focus: Repetition in games

Age related vocabulary

Repeat	do (something) again or more than once.	**Duplicate**	make or be an exact copy of.

Carlton Assessment Grid

Success Criteria	Pupil Reflection		Teacher Assessment
	Before	After	
I can identify everyday tasks that include repetition as part of a sequence.	☐	☐	
I can choose when to use a count-controlled loop and an infinite loop.	☐	☐	
I can develop a design that includes 2 or more loops which run at the same time.	☐	☐	
I can modify an infinite loop in a given program and explain the effect of my changes.	☐	☐	
I can create a game that includes repetition	☐	☐	

Key Knowledge

- The repeating commands can also be referred to as a '**loop**'.

- Loops can be repeated indefinitely (known as '**infinite loops**'), or for a set number of times (known as '**count-controlled loops**').

- When designing a program you should follow the process:

➢ Task - what is needed?

➢ Design - what it should do?

➢ Code - how it is done?

➢ Running the code - what it does