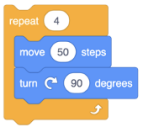
CARLTON PRIMARY SCHOOL

Subject Knowledge Bank

Computing		Year 5	
Focus: Programming – repetition in games			
Age related vocabulary			
Repeat	Do something gain or more than once.	**Loop**	A structure or process where the end is connected to the beginning. For example, repeating commands can also be referred to as a 'loop'.
Duplicate	Make an exact copy of something.		

Carlton Assessment Grid			
Success Criteria	Pupil Reflection		Teacher Assessment
I can modify a code snippet to program different 2D shapes and explain which codes are needed for which shape.	Before ☐	After ☐	
I can modify loops to produce a given outcome and recognise when to use a count-controlled or infinite loop.	Before ☐	After ☐	
I can identify repetitive patterns in a sequence.	Before ☐	After ☐	
I can identify the effect of changing the number of times a task is repeated and can explain the effect of my changes.	Before ☐	After ☐	
I can develop my own design and explain what my project will do.	Before ☐	After ☐	
I can build a program that follows my design.	Before ☐	After ☐	

Key Knowledge:

- Algorithms are precise ordered instructions, which can be turned into code.
- A set of repeating commands can be referred to as a 'loop'. Loops can be repeated without an end point (these are known as 'infinite loops'). Loops can also run for a set number of times (these are known as 'count-controlled loops').
- Costumes are alternative appearances of a sprite, which can be named, edited, created, and deleted
- **<u>Basic commands:</u>**
- FD 100- forward 100 steps
- BK 100- back 100 steps
- RT 90 (Turn right 90 degrees)
- LT 90 (Turn left 90 degrees)
- CS (Clear screen)

Shape	Logo Commands	Scratch blocks
	`repeat 4 [fd 50 rt 90]`