



Computing		Year 6	
<b>Focus: Sensing Movement</b>			
Age related vocabulary			
<b>Variable</b>	A variable is something that can be changed. In computer programming we use variables to store information that might change and can be used later in our program.	<b>Controllable Device</b>	A device or mechanism used to regulate or guide the operation of a machine, apparatus, or system.
<b>Emulator</b>	In computing, an emulator is hardware or software that enables one computer system (called the host) to behave like another computer system (called the guest).		

Carlton Assessment Grid

Success Criteria	Pupil Reflection		Teacher Assessment
I can create a program to run on a controllable device and test my program on an emulator	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can explain that selection can control the flow of a program and determine the flow of a program using selection	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can update a variable with a user input and experiment with different physical inputs	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can use an operand (e.g. <=>) in an if, then statement and modify a program to achieve a different outcome	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can design a project that uses inputs and outputs on a controllable device	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can use a range of approaches to find and fix bugs	Before <input type="checkbox"/>	After <input type="checkbox"/>	

Key Knowledge

Output from the computer processor can be sent to physical output devices including motors, lights and sound generators. Output can also be used to control robotic elements.

Some input devices need human interaction, like keyboards, touchscreens and voice control systems.

Other input devices allow computers to automatically collect information about conditions and respond to them without human interaction. They are a bit like our human senses and are called sensors.

