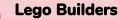
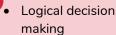
Unit 3.1 - Coding: Prior and Future Learning Links

Coding

- Introducing block coding
- Objects and actions
- Events (Click event, sound output)
- Executing a program
- Design view: Planning







- Sequencing instructions
- Following instructions

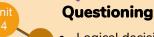
Maze Explorers

- Coding a 'turtle'
- Creating programs using sequencing and repeat.
- Visual use of the Logo programming language.
- Program logic and structure.





- Collision detection
- **Timers**
- Object types
- **Buttons**
- Debugging



- Logical decision processing.
- Forward planning to achieve a solution

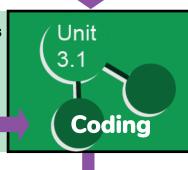
All units

- Use of 2Dos
- Saving, opening and editing work
- Sharing work
- Copying and pasting
- Mouse, keyboard and device skills



Branching Databases

- Logical decision processing
- Modelling selection on a binary model



Coding

- Code, test, debug process
- IF statements
- Repeat Until and IF/ ELSE Statements
- **Number Variables**



- Text-based coding
- Utilize understanding of coding structures



Animation

Sequencing and animation in logical steps



- **Efficient Coding**
- Simulating a Physical System
- **Decomposition and Abstraction**
- **Friction and Functions**
- **Introducing Strings**
- Text Variables and Concatenation



- - Flowcharts and Control Simulations
 - **User Input:**



Text Adventures

- Development from text-based coding
- Maintaining a mental map
- Debugging skills



Binary

Unit

Use of 2Code to understand binary conversion algorithms.



