



“Whatever you do, work at it with all your heart”

Colossians 3:23

Digital literacy Coding - micro:bits

Year 6
Spring
2

Key Knowledge:

Know that:

By reading the code, I can predict what will happen when the program runs.

To make a change to a program or stop it, I use variables.

Algorithms can be used to program devices.

A value stored as a variable can change over time, like points in a game or a step counter.

It is important to challenge and reject inappropriate representations online.

A physical system (e.g. computer game) is controlled by a program

Key Vocabulary:

Sprite - A graphic on the screen with a location, size and appearance.

User - Someone who uses something, including software and hardware.

Algorithm - A set of instructions

Program - a set of instructions that a computer can follow

Behaviour - An action that a sprite performs continuously until it's told to stop.

Debugging - Finding and fixing errors in programs.

Variable - a value that can change in a program

Input - what the user gives to the computer

Event - An event is an action that causes something to happen.

