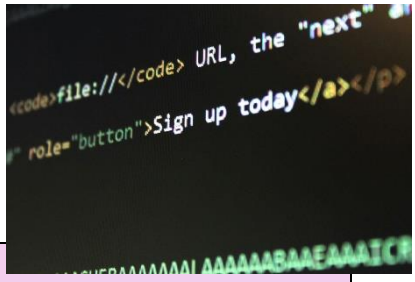
Year 4	6 Repetition in Games



Key Learning:

To develop the use of count-controlled loops in a different programming environment

- I can list an everyday task as a set of instructions including repetition
- I can predict the outcome of a snippet of code
- I can modify a snippet of code to create a given outcome

To explain that there are infinite loops and count-controlled loops

- I can modify loops to produce a given outcome
- I can choose when to use a count-controlled and an infinite loop
- I can recognise that some programming languages enable more than one process to be run at once

To develop a design including two or more loops which run at the same time

- I can choose which action will be repeated for each object
- I can explain what the outcome of the repeated action should be
- I can evaluate the effectiveness of repeated sequences in my program

To modify an infinite loop in a given program

- I can identify which parts of a loop can be changed
- I can explain the effect of my changes
- I can re-use existing code snippets on new sprites

To design a project that includes repetition

- I can evaluate the use of repetition in a project
- I can select key parts of a given project to use in my own design
- I can develop my own design explaining what my project will do

To create a project that includes repetition

- I can refine the algorithm in my design
- I can build a program that follows my design
- I can evaluate the steps I followed when building my project

Vocabulary:

Scratch, programming, sprite, blocks, code, loop, repeat, value, infinite loop, count-controlled loop, costume, repetition, forever, animate, event block, duplicate, modify, design, algorithm, debug, refine, evaluate.