YEAR 5 5.2 – Using Variables

Computing Area	Computer Science
National Curriculum Strands	• Design, write and debug programs that accomplish specific goals, including • Controlling or simulating physical systems; solve problems by decomposing them into smaller parts • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Skills Progression Points	• Use a variable to increase programming possibilities. • Use a variable and relational operators (e.g. < = >) within a loop to stop a program. • Evaluate the effectiveness and efficiency of an algorithm while continually testing the programming of that program. • Use logical reasoning to predict and debug more complex programs including: selection, variables and operators
Hardware	Laptops/Desktop PC/iPad
Software/App	Scratch
Unit Objective	To apply what they know about Conditionals and to understand how variables are used in computer programming and to identify different types of variables.
Unit Vocabulary	Algorithm, abstraction, decomposition, logic, sequence, variable, input, output, debug, operators, loops, conditionals