

How can computers send messages?

Coding Y4

Key learning

- Link Micro:bit to iPad and send code to it.
- Use MakeCode editor to use a range of different inputs to produce results.
- Use conditionals and loops to create a code on the Micro:Bit.
- Use radio function to send messages to each other



Computational

Empowered Learner:
• Set goals to achieve using technology



Computational thinker:

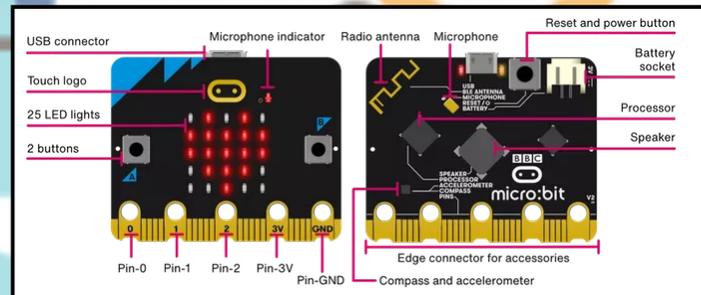


- Design, write and test programs to solve a problem
- Break a problem down into smaller parts
- Use simple algorithms to solve a goal

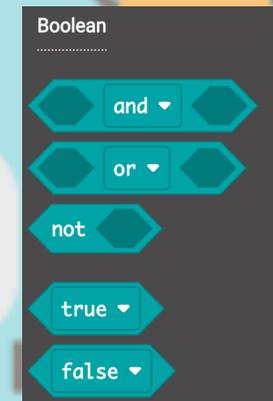
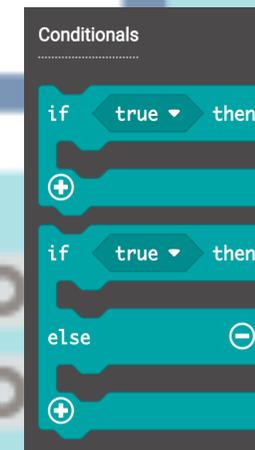
Global



- Use digital technology to learn



Key vocabulary	
input	Information or actions given to the Micro:Bit, like pressing a button or shaking it.
output	The response from the Micro:Bit, such as flashing lights or showing text.
LED Grid	The 5x5 display on the Micro:Bit that lights up to show patterns or images.
conditionals	IF/ELSE statements that make the program decide between different actions based on conditions.
loop	A repeated set of instructions, such as making a pattern flash multiple times.
radio functions	A feature that allows Micro:Bits to send and receive messages wirelessly.



Coding - Our Learning Journey

Year 1/2

- Using simple commands to move and change direction
- Editing characters and backgrounds
- Using repeat functions
- Debugging simple programmes

Year 3/4

- Using different controls and conditionals - when and if commands
- Creating and editing functions
- Detecting and correct simple algorithm errors

Year 5/6

- Using a range of sequences and functions to accomplish specific goals in the most efficient way
- Using comparison and logical operators in a range of programmes
- Design, write and debug computer games

