

Key learning

Create own functions for Ozobots to

Program Ozobot to be a self-driving

Ozobot to be a self-driving car with

Use level 4 of Blockly to code

• Use logic for operators including

car including using sensors and

 Create own variables including speed and proximity threshold

Create a testing simulation for

Ozobots

AND and OR

surface colours

a range of hazards

use

Should we trust self-driving cars?







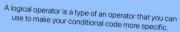
Empowered Learne

• Identify a range of different ways to troubleshoot and fix

technology problems

omr

seri



Each of these three operators changes conditions in its own specific way:

NOT

&&





Key vocabulary

AND (&&) operator This will run a code only if all conditions are

Comparison operator A type of operator that compares variables and runs code dependent on their relationship

Conditionals These tell a computer to run different codes depending on the conditions

Finding and fixing problems in a computer Debugging program or algorithm

Grouping tasks together and giving them a For loop number of times to run together

Function A set of commands that you name and run together to group tasks automatically

Logical operator A type of operator that you can use to make conditional code more specific

Message A way to control the timing of events and communicate between Sprites and backgrounds

OR (||) operator This will run a code if at least one condition is

NOT (!) operator This operator changes a condition to use opposite



Coding - Our Learning Journey

Year I

- Using simple commands to move and change direction
- Editing characters and backarounds

- Year 2 conditionals Using repeat and forever loops
- Put a range of codes together to make a sequence
- Debugging simple programmes

Year 3

- Use commands, for loops and
- Use different controls and conditionals including when and if
- Use sensors and code them to work in different ways

Year 4

- Create and edit functions
- Include functions in a game on Scratch
- Use logic for conditional commands, including 'else' command

Year 5

- Use comparison and logical operators in a range of programmes
- Create different variables for speed and proximity sensors in robots
- Code sensors for different purposes

Year 6

- Use variables to keep score created game
- Create a game using a range of functions, loops, operators and variables
- Begin to use Python to code Micro:Bits

