COMPUTATIONAL THINKING
TE WHAKAARO ROROHIKO
YEAR 4-6

With Teacher Support I can.....

IDENTIFY, DECOMPOSE AND FIX UP/DEBUG ERRORS IN A SEQUENCE OF INSTRUCTIONS

- Programming with Angry
- Debugging with Laurel

CREATE AND/OR FOLLOW SIMPLE INSTRUCTIONS IN NON COMPUTERISED AND COMPUTERISED CONTEXTS (algorithmic thinking)

- Paper Planes
- Graph Paper Programming

UNDERSTAND THAT LOOPS CAN VE USED TO SIMPLIFY A REPEATED SEQUENCE OF COMMANDS (algorithm)

- Happy Loops
- Fitness Unplugged
- Loops with Scrat
- Fancy Shapes using Nested Loops
- While Loops in Farmer
- If/Else with Bee
- Functions with Minecraft
- Variables with Artist

UNDERSTAND AND CREATE SIMPLE DIGITAL PROGRAMS INVOLVING INPUTS AND OUTPUTS IN A SEQUENCE

- My Robotic Friends
- Debugging with Scrat
- Creating art with code
- Build a Star Wars Game
- Learning Sprite Lab
- Inputs and Outputs

USE A RANGE OF LETTERS AND SYMBOLS TO REPRESENT MY INSTRUCTIONS OF CODE (arrows, R=right)

- Scratch
- Code.org

IDENTIFY WHO WILL FOLLOW MY INSTRUCTIONS (end user)

This is taught alongside all digital lessons. It is important that the end user is authentically identified either by learner or kaiako. So that student begin to understand their audience.