

# Programming - Sensing

## Construction

### Prior Knowledge

This year you have completed sequences on programming variables in games and computing systems and networks.



### Key Vocabulary

Tier 1:

Test, Code, Direction, Compass.

Tier 2: Input, Output, Value, Debug, Process

Tier 3:

USB, Micro-bit, Algorithm, Variable, Accelerometer

How do you debug problems within your code?

### My Component Knowledge:

Lesson 1: I can apply my knowledge of programming to a new environment

Lesson 2: I can use a variable in an 'if, then, else' statement to select the flow of a program

Lesson 3: I can use a condition to change a variable

Lesson 4: I can modify a program to achieve a different outcome

Lesson 5: I can design the algorithm for my project

Lesson 6: I can create a program based on my design

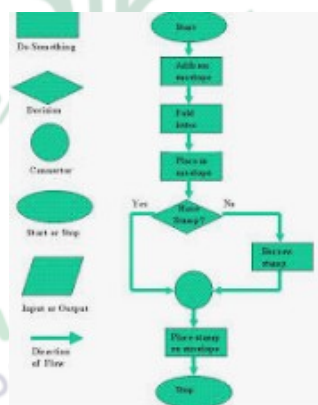


### My Composite Knowledge:

I can effectively use a programming platform to create an algorithm and modify it to achieve different results.

### My Powerful Knowledge:

I can design, create and debug my algorithm, spotting and debugging problems that arise in my code.



What is a variable?



What is an algorithm?