



Prior Knowledge


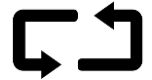

- Write code that makes an object move around the screen when keys are pressed.
- Write code that makes an object change direction when different keys on the keyboard are pressed.
- Write code that makes an object change direction when the pointer is pressed and released.
- Write code where different inputs can be used to make objects move and disappear.
- Make objects perform different actions when keys are pressed on the keyboard.
- Write code where buttons can be used to make an object move around the screen.



Sequence and animation outcome: create simple animations and simulations

| Debug | | Working Towards | Within | Expected | Above |
|---|---|-----------------|--------|----------|-------|
|  | Write code that uses a timer to create a sequence of traffic lights turning on and off. | | | | |
| Sequence | | Working Towards | Within | Expected | Above |
|  | Write a computer program where different pieces of code execute in a particular sequence. | | | | |
| | Write code that uses a timer to create a sequence of events. | | | | |
| | Create a program that uses sequences for two different objects moving on the screen. | | | | |

Conditional events outcome: Code with 'if statements' which select different pieces of code to execute depending on what happens to other objects

| Debug | | Working Towards | Within | Expected | Above |
|---|---|-----------------|--------|----------|-------|
|  | Make a simple game that uses conditional hit events to check if one object has hit another. | | | | |
| | Use conditional hit events to control the movement of a car on the screen. | | | | |
| Sequence | | Working Towards | Within | Expected | Above |
|  | Use 'hit events' to program a space maze game in which an object reacts to particular conditions. | | | | |
| Logical reasoning | | Working Towards | Within | Expected | Above |
|  | Understand how conditional events are used to check whether objects have collided. | | | | |

Highlights: _____



Glossary

| Vocabulary | Word class | Definition |
|-------------|------------|---|
| animation | noun | the manipulation of electronic images by means of a computer in order to create moving images |
| certain | adjective | specific but not explicitly named or stated. |
| combination | noun | a joining or merging of different parts or qualities in which the component elements are individually distinct. |
| consolidate | verb | strengthen |
| control | verb | determine the behaviour or supervise the running of. |
| direction | noun | a course along which someone or something moves. |
| execute | verb | put (a plan, order, or course of action) into effect. |
| particular | noun | a detail. |
| react | verb | act in response to something; respond in a particular way. |
| sequence | noun | a particular order in which related things follow each other. |

