



Learning Journey – Computing Algorithms and Programming

Computing KS3		Baseline Position										
Topic	ELEMENT	Year Group	Step									
			1	2	3	4	5	6	7	8	9	
Algorithms and Programming	I can define what algorithms is	7	■									
	I can create simple linear algorithms	7		■								
	I can represent algorithms symbolically	7			■							
	I can explain how simple algorithms work	7				■						
	I can select correct programs to solve a problem	7					■					
	I can break down problems into smaller parts	7						■				
	I can explain how algorithms work and correct errors in them	7							■			
	I can construct a program to solve a computational problem	7								■		
	I can assess my program in terms of its efficiency	7										■

Lesson	Learning Focus	Assessment
1	Can you make a robot create a Jam sandwich?	
2	Why is sequencing instructions so important?	Self-assessment
3	What are flowcharts?	
4	Can you control a Mars Rover?	
5	Can you complete the Big Trak Challenge?	Self and Peer-Assessment
6	Assessment lesson	Homework - Keywords
7	Reflection and improvement lesson	Keyword Test