

Brookfield Community Primary School
Computing Unit Overview Year 4 Topic: Repetition in Games



Sticky Knowledge	Key Vocabulary
• To know how to develop the use of count-controlled loops in a different programming environment. • To know how infinite loops and count-controlled loops. • To know how develop a design that includes two or more loops which run the same. • To know how to modify an infinite loop in a given program. • To know how to design and create a project that includes repetition.	Repeat, repetition, sequence, instructions, loop, command, program, pattern, count-controlled
National Curriculum Coverage	
Computer Science	
✓ Relate what repeat means. ✓ Identify everyday tasks that include repetition as part of a sequence. ✓ List an everyday take as a set of instructions including repetition. ✓ Explain that we can use a loop command in a program to repeat instructions. ✓ Identify a loop within a program. ✓ Identify patterns in a sequence. ✓ Explain that in programming there are indefinite loops and count-controlled loops. ✓ Explain that an indefinite loop will run until the program is stopped. ✓ Explain that you can program a loop to stop after a specific number of times. ✓ Identify patterns in a sequence. ✓ Use an indefinite loop to produce a given outcome. ✓ Use a count-controlled loop to produce a given outcome. ✓ Justify when to use a loop and when not to. ✓ Plan a program that includes appropriate loops to produce a given outcome. ✓ Explain the importance of instruction order in a loop. ✓ Recognise tools that enables more than one process to be run at once. ✓ Create two or more sequences at the same time.	



- ✓ Recognise that not all tools enable more than one process to be run at once.