

OBJECTIVE	MILESTONE INDICATORS	BASIC ACTIVITIES	ADVANCED ACTIVITIES	DEEP ACTIVITIES	RESOURCES
Week 1	To set the appearance of objects and create sequences of changes.	To locate the error within the script and correct it.	To solve the debugging problem and explain how you solved it.	To create a programming script that makes more/less squares; different sizes and other shapes.	Computer room A4 paper
Week 2	To use specified screen coordinates to control movement.	To describe what algorithm you follow to create a circle.	To solve the debugging problem and explain how you found the answer.	To create a programming script that draws a circle around the cat with the cat in the middle of the circle.	Computer room A4 paper
Week 3	To use variables to store a value.	To describe an algorithm for doing a whole class activity such as retrieving our stamp books.	To explain and solve this week's debugging problem involving multi-thread bugs.	To formulate a script that enables the penguins to alternate between their costumes while they are talking.	Computer room A4 paper
Week 4	To use specified screen coordinates to control movement. To use IF THEN conditions to control events or objects.	To describe an algorithm for a ball bouncing straight and at an angle.	To explain and solve this week's debugging problem involving a conceptual bug.	To formulate a script that enables two player interaction using different keys.	Computer room Ball A4 paper
Week 5	To use variables to store a value.	To describe an algorithm for	To explain and solve this week's debugging	To formulate a script that	Computer room A4 paper

	To use reporter operators to perform calculations.	completing division problems.	problem as well as alter the complexity of what you can do.	enables the user to complete multiplication problems as opposed to division.	
Week 6	To use specified screen coordinates to control movement. To create conditions for actions by sensing proximity.	To describe how the car track script works.	To explain and solve this week's debugging questions.	To formulate a script that enables a second sprite to join the track and transform it into a two player competitive game.	Computer room

Prompts for when planning activities

Basic- Name, describe, follow instructions or methods, complete tasks, recall information, ask basic questions, use, match, report, measure, list, illustrate, label, recognise, tell, repeat, arrange, define, memorise.

Advanced- Apply skills to solve problems, explain methods, classify, infer, categorise, identify patterns, organise, modify, predict, interpret, summarise, make observations, estimate, compare.

Deep- Solve non-routine problems, appraise, explain concepts, hypothesise, investigate, cite evidence, design, create, prove.