4	3	Programming A – Repetition in shapes	1	-To identify that accuracy in programming is important	-I can create a code snippet for a given purpose - I can explain the effect of changing a value of a command - I can program a computer by typing commands
4	3	Programming A – Repetition in shapes	2	-To create a program in a text-based language	-I can test my algorithm in a text-based language - I can use a template to create a design for my program - I can write an algorithm to produce a given outcome
4	3	Programming A – Repetition in shapes	3	-To explain what 'repeat' means	-I can identify everyday tasks that include repetition as part of a sequence, eg brushing teeth, dance moves - I can identify patterns in a sequence - I can use a count-controlled loop to produce a given outcome
4	3	Programming A – Repetition in shapes	4	-To modify a count-controlled loop to produce a given outcome	-I can choose which values to change in a loop - I can identify the effect of changing the number of times a task is repeated - I can predict the outcome of a program containing a count-controlled loop
4	3	Programming A – Repetition in shapes	5	-To decompose a task into small steps	-I can explain that a computer can repeatedly call a procedure - I can identify 'chunks' of actions in the real world - I can use a procedure in a program
4	3	Programming A – Repetition in shapes	6	-To create a program that uses count-controlled loops to produce a given outcome	-I can design a program that includes count-controlled loops - I can develop my program by debugging it - I can make use of my design to write a program