

2	6	Programming B - Programming quizzes	1	-To explain that a sequence of commands has a start	-I can identify that a program needs to be started - I can identify the start of a sequence - I can show how to run my program
2	6	Programming B - Programming quizzes	2	-To explain that a sequence of commands has an outcome	-I can change the outcome of a sequence of commands - I can match two sequences with the same outcome - I can predict the outcome of a sequence of commands
2	6	Programming B - Programming quizzes	3	-To create a program using a given design	-I can build the sequences of blocks I need - I can decide which blocks to use to meet the design - I can work out the actions of a sprite in an algorithm
2	6	Programming B - Programming quizzes	4	-To change a given design	-I can choose backgrounds for the design - I can choose characters for the design - I can create a program based on the new design
2	6	Programming B - Programming quizzes	5	-To create a program using my own design	-I can build sequences of blocks to match my design - I can choose the images for my own design - I can create an algorithm
2	6	Programming B - Programming quizzes	6	-To decide how my project can be improved	-I can compare my project to my design - I can debug my program - I can improve my project by adding features