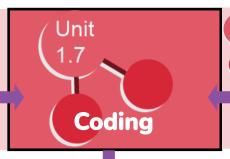
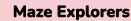
Unit 1.7 - Coding: Prior and Future Learning Links

Lego Builders Algorithms

- Logical decision making
- Sequencing instructions
- Following instructions





- Coding a 'turtle'
- Creating programs using sequencing and repeat.
- Visual use of the Logo programming language.
- Program logic and structure.



Coding

- **Algorithms**
- Collision detection
- **Timers**
- Object types
- **Buttons**
- Debugging



Questioning

- Logical decision processing
- Forward planning to achieve a solution

All units

- Use of 2Dos
- Saving, opening and editing work
- Sharing work
- Copying and pasting
- Mouse, keyboard and device skills



- Flowcharts
- **Timers**
- Repeat
- Code, test, debug process



Branching Databases

- Logical decision processing
- Modelling selection on a binary model.



- Code, test, debug process
- IF statements
- Repeat Until and IF/ ELSE Statements
- **Number Variables**



Logo

- Text-based coding
- Utilize understanding of coding structures



Animation

Sequencing and animation in logical steps.



Coding

- **Efficient Coding**
- Simulating a Physical System
- **Decomposition and Abstraction**
- Friction and Functions
- Introducing Strings
- Text Variables and Concatenation



External Devices

- Program an external device
- Program an external controller using inputs and outputs
- Monitor real world conditions
- Code, test, debug



Coding

- **Using Functions**
- Flowcharts and Control Simulations
- **User Input**



Text Adventures

- Development from text-based coding
- Maintaining a mental map
- Debugging skills



Binary

Use of 2Code to understand binary conversion algorithms



