Year 5
Operators and Randomisation
Computer Science

Key Words

operator	A way of changing numbers and data e.g. add, subtract, find average, join.
randomisation pick random 1 to 10	When the computer picks any number in a range, or any choice in a list for you.

Scratch Toolkit

Motion Looks Sound Events

Control Variables Sensing Operators new

What do I already know?

- I can break a problem up into smaller parts
- I can put programming commands into a sequence to achieve a specific outcome
- I keep testing my programme and can recognise when I need to debug it
- I can use repeat commands I can set up conditional events with 'if statements'
- I can use a variable to keep score
- I can adjust a variable using events and reset it.
- I can use loops to make code more efficient.
- I can describe the algorithm that I will need for a simple task
- I can detect a problem in an algorithm that may result in unsuccessful programming

Our Learning Steps

1. Operators and Variables

I will use operators to display answers to maths questions, introduce two people's score and use operator to add.

say (2657 + 131)

4. Debugging A Game

I will make suggestions and debug a game for my partner.

2. Introducing Randomisation

I will create and experiment with different types of random commands.

5. Customise My Game

I will develop my game by changing the sprites and altering programming. I will use different types of randomisation. I may add a player.

3. Creating a Game

I will create a hide and seek game which uses randomisation and Year 4 programming skills.

6. Assessment: Evaluate the Game

I can use different types of random events and other operators in games. I can debug games.