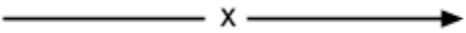


Computational Thinking Audit

	Activities already done	Emerging Expected Exceeding <div style="text-align: center;">  </div>	Next steps
Algorithms – step based			
Algorithms - rule based			
Decomposition			
Logical Reasoning			
Pattern/Generalisation			
Abstraction			
Debugging			
Tinkering			
Creating			
Collaborating/Persevering/Evaluating			
<i>Programming</i>			

This table provides some ideas on mapping of activities to concepts, it is not exhaustive or linear but gives some ideas of what next.

Concepts	Activities			
Algorithms – step based	Crazy Characters	Tut, clap, jive	Animated Poem Decomposition	Programming ...
Algorithms - rule based	Sharing Sweets	Spelling Rules	Missing Number	Kodu game
Decomposition	Crazy Characters	Tut, clap, jive	Poem Decomposition	Programming ...
Logical Reasoning	World Map Logic	Sudoku	Logical number sequences	A bug in the water cycle
Pattern/Generalisation	Elephants, cats and cars	Reusing recipes	Logical number sequences	Spelling Patterns
Abstraction	Guess What	Solar System Simulation	Fossil Formation	Programming ...
Debugging	Pizza Pickle	Bee-Bots 1,2,3 Bee-Bot Basics	Drawing 2D shapes	A bug in the water cycle
Tinkering	Bee-Bot Tinkering	Scratch Jnr Tinkering	Scratch Tinkering	Kodu Tinkering
Creating	Scratch Jnr tell a joke	Poem Decomposition	Fossil formation	Game Project
Programming (sequence, selection, repetition, variables, inputs, outputs, control, simulation)	Bee-Bot 1,2,3 Bee-Bot Basics	Scratch Jnr Jokes	Poem Decomposition	Fossil Formation, Viking Raid
	Shapes and Crystal Flowers	Classroom Sound monitor	Solar System Simulation	Maths Quiz selection activity
	Introduction to variables	Maths quiz variables activity	Investigating inputs	Lego Wedo & Scratch Outputs activity