**Computing Learning Journey**

* To define what coding is and understand it’s purpose.
* To use repeating actions, timers and different commands within code to manipulate characters.
* To introduce “if” statements to allow selections within programs.
* To introduce and understand variables within code.
* To create a program using repeat commands.
* To program a character to respond to user keyboard input.
* To debug programs using the “design, code, execute, refine” process.