

Knowledge Organiser - Year 1 Computing - iAlgorithm

What I should already know?

That some activities we do every day involve steps.

That algorithms are all around us.

Knowledge

An algorithm is a set of instructions that are followed to achieve a task.

We give computers instructions in code, a language computers can understand.

Debugging means fixing problems in computer programs.

What I will know by the end of this unit?

Algorithms are precise instructions that can be followed.

How to follow and devise a simple algorithm.

Programs execute by following precise instructions.

How to plan, test and debug a simple algorithm.

How to make predictions about an outcome based on a simple algorithm.

That some statements can only be true or false.

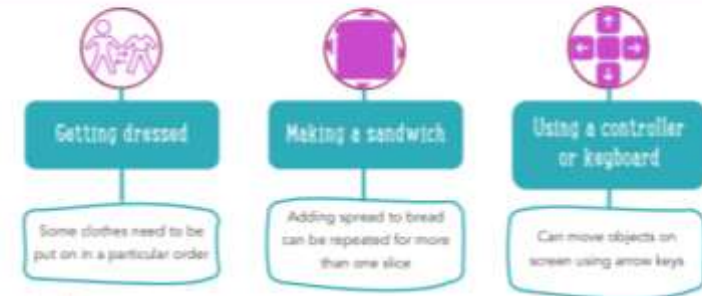
In Year 2 children will:

Use Scratch to create images.

Know how to program a simple animation involving movement.

Know how to write a simple program that produces an output (text).

Examples of Algorithms



Vocabulary

Algorithm - Precise instructions that achieve a task.

Instruction - How something should be done.

Sequence - A particular order to follow.

Program - Instructions written in a language (code) computers can understand.

Debug - Fix a problem in a program.

True - A fact or real.

False - Not true.