

## What I should already know?

- Algorithms are precise instructions that can be followed.
- How to follow and devise a simple algorithm.
- How to plan, test and debug a simple algorithm.
- How to make predictions about an outcome based on a simple algorithm.

## Knowledge

- An algorithm is a process that consists of a series of steps that achieve a specific goal.
- Computers need more precise instructions than humans.
- Algorithms are made up of steps and steps can be repeated.

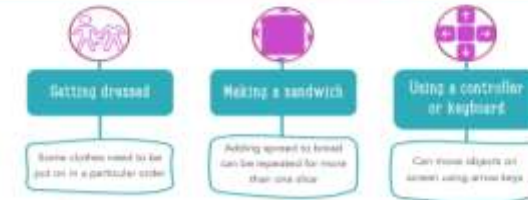
## What I will know by the end of this unit?

- Algorithms can describe everyday activities.
- How to use Scratch to create images.
- How to program a simple animation involving movement.
- How to write a simple program that produces an output (text).
- How to combine images and text to create a simple animation.

## In Year 3 children will:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.
- Solve problems by decomposing them into smaller parts.

## Examples of Algorithms



## Vocabulary

- Algorithm - A set of steps to finish a task.
- Instruction - How something should be done.
- Sequence - A particular order to follow.
- Program - An algorithm that has been written in a language (coded) that a computer can understand.
- Repeat - The action of doing something over and over again.
- Test - Run a program to see if it does what you expect it to do.
- Debug - Finding and fixing problems with an algorithm or a program.