

What I should already know?

That some activities we do every day involve steps.

That algorithms are all around us.

Knowledge

Algorithms are implemented as programs on a range of digital devices.

What I will know by the end of this unit?

How to give instructions to a programmable toy.

How to plan a simple algorithm to that controls a toy.

How to program a virtual object to move to on-screen objects.

How to record a sequence of instructions in a common format.

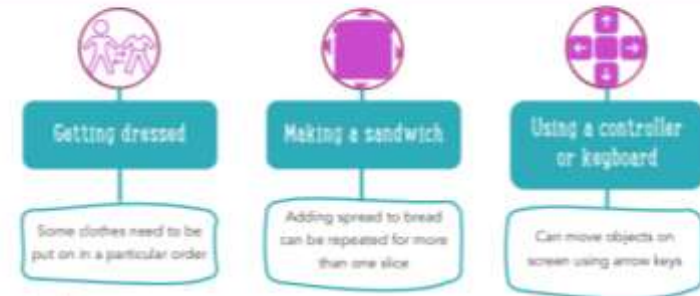
In Year 2 children will:

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 - 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.

Debug - Finding and fixing problems with an algorithm or a program.

Repeat - The action of doing something over and over again.

Output - A way to get information out of a computer.