

In Year 1, you learnt:

- robots only do what they're told
- an algorithm is a precise set of ordered instructions, which can be turned into code
- the same outcome can be achieved through a number of different approaches

Key Vocabulary		
instruction	order	debugging
sequence	prediction	decomposition
clear	artwork	
unambiguous	design	
algorithm	route	
program	map	



Giving instructions to a human is different to giving instructions to a floor robot because _____.

When I “ ” press the buttons on the floor robot I create a _____.

These algorithms are the same because _____ and different because _____.

I think _____ when I follow the algorithm.

The floor robot _____ because _____.

The map of my design has _____ and _____.

Next time I could _____ when writing an algorithm.

Programmers break complicated tasks into _____ chunks because _____.

” ”

Key Facts

- programming projects can have code and artwork
- computers can only follow clear and unambiguous instructions
- different orders of instructions will affect the outcome
- following an algorithm or program is called ‘code tracing’
- algorithms and programs are predictable
- design in programming not only includes code and algorithms, but also artefacts related to the project, such as artwork

