Drove Primary School

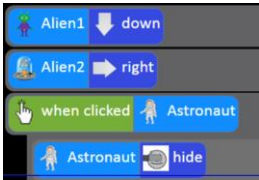## Year 1 Computing – Term 4
Computing science 2

What should I already know?

From Term 2

- **Predict** what will happen for a simple sequence of instructions.
- **Investigate** how algorithms work.

Computing Skills:

- To make an algorithm/program to achieve a simple outcome.
- To improve a simple algorithm by identifying basic errors (bugs) and correcting (debugging).

Key Vocabulary and Definitions:

Algorithm	Instructions for a computer.
Debugging	The process of finding and correcting errors in a computer program.
Instructions	A step by step guide.
Code	The language a computer understands to follow an instruction.
Bug	Mistakes in a computer code.
Problem Solving	To work through steps to find the answer to a problem.
Reasoning	Thinking about something in a clear and sensible way.
Precise	Being accurate and exactly right.

Teaching Sequence

1. To make an algorithm/program to achieve a simple outcome.

2. To improve a simple algorithm by identifying basic errors (bugs) and correcting (debugging).

Key Knowledge

Year 1 - Computing science 2
Date _ _ / _ _ / _ _

Standard Met?
Yes/no

THE WHITE HORSE FEDERATION

Can you help the Beebot move to flower by circling the correct algorithm.

An algorithm helps me to move!

A: ⬆ GO ⬆ ⬆

B: ↱ ⬆ ⬆ GO

C: ⬆ ⬆ ⬆ GO