










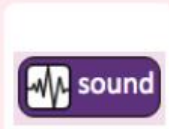
Computing – Coding

Prior Learning	
That an algorithm is a set of instructions split into small steps.	
To begin to understand that programs need precise and unambiguous instructions.	
To understand that algorithms can go wrong and can be debugged.	

Concepts
Algorithms – understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
Technology – use technology purposefully to <u>create</u> , organise, store, <u>manipulate</u> and retrieve digital content

Key Vocabulary	
Algorithm	Instructions split into small steps so that a computer can solve problems or get something done.
Code	Instructions written using symbols and words that can be interpreted by a computer.
Input	Information going into the computer. Can include moving or clicking the mouse, using the keyboard, swiping and tilting the device.
Output	Information that comes out of the computer e.g. sound.
Run	To cause the instruction in a program to be carried out.
Action	Types of commands which are run on an object. They could be used to move an object or change a property.

Images, icons and maps.

			
Open, close or share a file	Save your work	Watch the instruction video	Get a hint when you are stuck in 2Code
			
Open design mode in 2Code	Switch to code mode in 2Code	The background object	A 'when clicked' code block
			
right	sound		

Key Facts	
1) Robots are one type of machine that can follow instructions.	
2) Floor robots include Bee-Bots and Blue-Bots.	
3) Floor robots have buttons that help us direct them.	
4) We can use algorithms to program floor robots along a route.	
5) We must press clear before beginning to program the Bee-bots.	

