

National Curriculum Links: KS1 Computing

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
 - create and debug simple programs and use logical reasoning to predict the behaviour of simple programs
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| <ul style="list-style-type: none"> • I can tell you what an algorithm is • I can plan a simple algorithm • I can give and follow commands, which include straight / turning commands – one at a time. | <ul style="list-style-type: none"> • I can debug a simple program that is causing an unexpected outcome. • I can break a problem down into smaller parts (decomposing) • I can predict if a simple program will fulfil my algorithm |
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Computer Science Vocabulary

computer science	BBC Bitesize Computing KS1 Computer scientists design new software, solve computing problems and develop different ways to use technology.
computational thinking	involves looking at a problem and working out a way a computer might be able to help you solve it.
algorithm	a set of instructions in everyday language, e.g 'get ready for school', 'go out to play'
decompose	breaking a program down into smaller steps
debugging/ deglitching	Identifying and correcting mistakes when the program doesn't work as expected
abstraction	being able to focus on the problem and ignoring detail, focus on program before look and feel e.g. colour, size, background
Input / output	data or information that a computer receives in or displays out
unplugged	computer science without using the computer
event blocks	all programs need an event which acts like a start button
mathematical language	Directional language- backward, left, right, angles, clockwise / Anti-clockwise

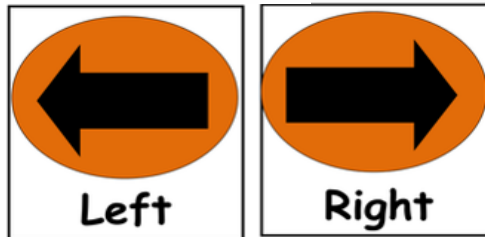
What would be your algorithm?

BeeBot starts at the beanstalk
Then travels over the bridge
Pauses at the straw house
Finishes at tower



Important:

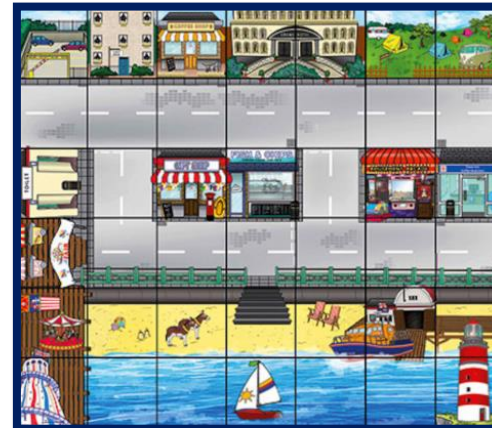
Always plan your program
Then test your program
If the out-come was not what you predicted
Debug
Re test



When planning your algorithm you need to think about:

Where do I want my algorithm to start?
What do I want my BeeBot to do?
Does my BeeBot need to pause, change direction?
Input program / test / debug

Can you use the pause command in your algorithm?



Can you input more than one command at a time?

