



Objectives and Sticky Knowledge

Previous Knowledge Recap

Create a series of instructions and plan a journey for a programmable toy
Introduction to scratch jr



Land Objectives and Sticky Knowledge:

Understand that algorithms are used on digital devices.	Understand that programs require precise instructions.	Write simple program and test it.	Predict what the outcome of a simple program will be (logical reasoning).
I can create different algorithms for a range of sequences (using the same commands)	I can show the difference in outcomes between two sequences that consist of the same commands	I can decide which blocks to use to meet the design I can build the sequences of blocks I need I can compare my project to my design I can use an algorithm to program a sequence on a floor robot	I can improve my project by adding features I can debug my program

Links with ‘Sustainability and Stewardship’ Golden Thread:

Links with CST and CKA Values Crown:





Key Vocabulary	
algorithm	An algorithm is a list of step-by-step instructions that a computer follows in order to get a task done.
bug	A mistake or error in a computer program .
code	A special digital language that helps information technology to run properly.
command	An instruction given to tell a computer what to do.
debug	To find, remove or correct errors in a computer program .
decomposition	To break things down into smaller parts.
predict	To guess what a possible outcome could be.
program	A set of instructions given to a computer so that it can function properly.
sequence	The order events must be performed in to complete a task.

What Is Programming?

Programming is the process of writing and testing instructions given to a computer in a computer **program**. A computer **program** is made up of **code**. This is special digital language that can be read and understood by computers. Writing in **code** lets you give **commands** to a computer. The **commands** written in **code** can link together to make an **algorithm**.

Programming Toys and Apps

There are lots of different ways that you can write and test **code** in a computer **program**.

Programmable toys, such as Bee-Bots, are robots that can be programmed to follow a set of instructions. They usually have buttons that can be pressed in a **sequence** to give a **command**.

Programming apps such as ScratchJr use blocks to write **code**. These blocks join together to create **algorithms** that can be used to **program** different characters.



Sky Objectives:
Use logical reasoning to predict the behaviour or simple programs.