



Computing		Year 2	
<b>Focus:</b> Algorithms and programming – test and amend a set of instructions to create a program			
Age related vocabulary			
<b>amend</b>	To change or add something (to an algorithm)	<b>precise</b>	Clear instructions
<b>predict</b>	To say what is going to happen next		

Carlton Assessment Grid			
Success Criteria	Pupil Reflection		Teacher Assessment
I can give precise instructions	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can explain what an algorithm is	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can create an algorithm	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can predict the outcome of an algorithm	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can amend an algorithm	Before <input type="checkbox"/>	After <input type="checkbox"/>	

<p><b>Key Knowledge</b></p> <p>An <b>algorithm</b> is a list of rules to follow in order to solve a problem.</p> <p>Algorithms need to have their steps in the right order, for example getting dressed. When you write an algorithm the order of the <b>instructions</b> is very important. This is called being <b>precise</b>.</p> <p>Mistakes in algorithms are called bugs. When your algorithm goes wrong, you need to check your algorithm and then <b>amend</b> it.</p> <p>Robots are machines. There are lots of types of robots. They move in different ways and do all kinds of jobs. Because a robot is a machine we have to program it with an algorithm to do things. It only does what we tell it to do.</p>
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