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| Computing | | Year 2 | |
| **Focus:** Robot algorithms | | | |
| Age related vocabulary | | | |
| **amend** | to change or add something (to an algorithm) | **precise** | clear instructions |
| **predict** | what you think is going to happen next |  |  |

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| Carlton Assessment Grid | | | |
| Success Criteria | Pupil Reflection | | Teacher Assessment |
| I can give precise instructions | Before   | After   |  |
| I can explain what an algorithm is | Before   | After   |  |
| I can create an algorithm | Before   | After   |  |
| I can predict the outcome of an algorithm | Before   | After   |  |
| I can amend an algorithm | Before   | After   |  |

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| Key Knowledge |
| Specific and clear words and phrases need to be used when giving instructions  Computers can only follow the instructions that they are given  An **algorithm** is a precise set of ordered instructions which can be turned into code.  Following an algorithm or program is called ‘*code tracing’.*  A computer program is the implementation of an algorithm on a digital device  Mistakes in algorithms are called bugs. Fixing a problem is called debugging.  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. |