Year 2	3 Robot Algorithms

Key Learning:

To describe a series of instructions as a sequence

- I can follow instructions given by someone else
- I can choose a series of words that can be acted out as a sequence
- I can give clear instructions

To explain what happens when we change the order of instructions

- I can use the same instructions to create different algorithms
- I can use an algorithm to program a sequence on a floor robot
- I can show the difference in outcomes between two sequences that consist of the same instructions

To use logical reasoning to predict the outcome of a program

- I can follow a sequence
- I can predict the outcome of a sequence
- I can compare my prediction to the program outcome

To explain that programming projects can have code and artwork

- I can explain the choices that I made for my mat design
- I can identify different routes around my mat
- I can test my mat to make sure that it is usable

To design an algorithm

- I can explain what my algorithm should achieve
- I can create an algorithm to meet my goal
- I can use my algorithm to create a program

To create and debug a program that I have written

- I can test and debug each part of the program
- I can plan algorithms for different parts of a task
- I can put together the different parts of my program

Vocabulary:

instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition