

# Year 2 Sequencing Simple Algorithms and Programs Knowledge Organiser

## Key words and prior learning from Year 1 Simple Algorithms and Programs Part 1 AND Create Simple Programs Part 2

**Algorithm** – a set of instructions written in plain English – NOT computer code, that a programmer writes to create instructions that will carry out a specific task.

**Debug** – find the mistake.

**Program** – instructions written in a language that a standard computer or device understands which is not a language a human would ever use to communicate with another human.

**Route-based program** – uses simple directional commands forwards, backwards, left and right to control movement.

**Encode** – turn instructions into code for programming.

**Sequence** – a particular order in which related things follow each other.

**Programmer** – a person who writes computer programs.

**On-screen turtle** – acts as a pen on screen that you use for drawing on a virtual canvas.

**Predict** – say or estimate what you think will happen or will be the consequence of something.

**Logical thinking** – use what we know and apply it to what might happen to make sense of it all.

How to make a jam sandwich

You need: Bread Butter Jam Plate

1. First pick up the knife.
2. Spread the butter across the bread.
3. Next spread the jam across the butter.
4. Put the second piece of bread on top.
5. Cut the sandwich in half with the knife.
6. Place the sandwich on a plate.
7. Serve the sandwich.

Forward	↑	×
Forward	↑	×
Forward	↑	×
Left	↶	×
Backward	↓	×
Backward	↓	×

Key Learning	Self-Assessment		
	WT	A	WA
I can give a sequence of commands to complete a specific task			
I can follow a sequence of commands to complete a specific task			
I can predict the movement of the sprite to create a route-based program before I test it out			
I can debug my route-based program during running the program to correct any mistakes			
From given route-based programs I can predict the final outcome before running the program			
I can use given code as a scaffold to modify and make my own			
I can evaluate my algorithms to make judgements on its effectiveness before I create a route-based program to complete a given task			
I can use logical thinking to reverse a route-based program			

## New key words we will use in Year 2 Sequencing Simple Algorithms and Programs

**Sequence** – a particular order in which related things follow each other.

**Reverse** – do the direct opposite of the stated command.

## Who uses skills like these?



- Programmers that update Sat Nav systems
- Programmers that create location services and GPS systems