

Subject: Computing	Year group: Year 2	Topic: Algorithms	Initiation & activation activities:
Prior knowledge required: To know what an algorithm is. Know that programs are made up of a sequence of codes. To be able use these codes or instructions to control devices or objects on screen.		Vocabulary:	
Programme of Study: Year 1 & 2	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
<ul style="list-style-type: none"> <li>• Pupils should be taught to Understand what algorithms how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous of instructions.</li> <li>• Create and debug simple programs</li> <li>• Use logical reasoning to predict the behaviour of simple programs</li> </ul>	<ul style="list-style-type: none"> <li>• Talk about how everyday devices can be controlled</li> <li>• Know that devices and actions on screen may be controlled by sequences of actions and instructions</li> <li>• Create a sequence of instructions to create a right-angled shape on screen</li> <li>• Create a sequence of instructions to control a programmable robot to carry out a pre-determined route to include direction, distance and turn (on screen or floor robot)</li> <li>• Control a floor robot using appropriate buttons, Make predictions and estimate distances and turns</li> <li>• Experience a range of control devices such as a microscope, sound recorders, cameras and other devices</li> <li>• Control music software through sequencing icons</li> </ul> <p><u>Knowledge skills and understanding</u></p> <ul style="list-style-type: none"> <li>• Can they predict the outcomes of a set of instructions</li> <li>• Can they use right angle turns?</li> <li>• Can they use the repeat command?</li> <li>• Can they test and amend a set of instructions?</li> <li>• Can they write a simple program and test it?</li> <li>• Can they predict what a simple program will be?</li> </ul> <p><u>GD</u></p> <ul style="list-style-type: none"> <li>• Generate a sequence of instructions including ‘right angle’</li> </ul>		

	<p>turns.</p> <ul style="list-style-type: none"><li>• Create a sequence of instructions to generate simple geometric shapes (oblong /square).</li><li>• Discuss how to improve/change their sequence of commands</li></ul>		
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