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Why do we use loops in Algorithms?

What will we be learning in computing?

- To understand what algorithms are; how they are implemented as programs on digital devices; and those programs execute by following precise and unambiguous instructions.
- To know how to create and debug simple programs.
- To know how to use logical reasoning to predict the behaviour of simple programs.
- To understand how to sequence within algorithms and programs.
- To understand and use repetition or loops within block-based programming.
- To begin to understand how to use events when programming.

What will we be doing in computing?

- We will recap programming from year 1 – Beebots.
- We will write simple programs using directional language and commands.
- We will explore the use of loops (for repeating the sequence).
- We will make a pirate treasure game using our programming skills

Prior Learning:

- Can explore digital resources by using hyperlink and simple menus (Y1).
- Can give instructions to make things happens (Y1).
- Use directional language to locate (Y2).

Future Learning:

- Design and write simple debug programs that accomplish specific goals (Y3/Y4).
- Solve problems by decomposing them into small parts (Y3).
- Use sequence, selection, and repetition in programs.
- Use to logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms work (Y3).

Words you will be using

Algorithm

a set of rules to be followed by a computer



directional language

instructions to tell people where to go



commands

an order to make computer programs work

forwards/backwards/left/right

instructions

an order given to a computer program

forwards 2, left 1, stop

programming

the process of writing a code



programmer

the person who writes the program



sequence

the order the program is written



loop

repeated instructions



Conditional

programming language

