Subject: Computing COMPUTER SCIENCE	Year group: Year 1	Topic: COMPUTER SCIENCE Algorithms	Initiation & activation activities:
e ,	nat an algorithm is. Know that programs are made up of a sequence of codes. ions to control devices or objects on screen.	Vocabulary:	
Programme of Study: Year 1 & 2	Implementation:	Impact –lesson sequence:	Evaluations and assessments:
 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. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs 	 Explore a range of control toys and devices Follow instructions to move around a course Create a series instructions to move their peers around a course Explore outcomes when individual buttons are pressed on a robot Explore an on screen turtle (or Bee BOT) navigate it around a course or grid Have experiences of controlling other devices such as sound recording devices, music players, video recording equipment and digital cameras While navigating around a course on a computer predict what will happen once the next command is entered. Knowledge skills and understanding Can they create simple series of instructions- left and right? Can they necord their routes? Do they understand forwards, backwards, up and down? Can they begin to plan and test a Bee Bot journey? GD Discuss/explore what will happen when instructions are given in a sequence. Give a sequence of instructions to complete a simple task. Instructions use both movement commands and additional commands. 		