

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"> 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 	<ul style="list-style-type: none"> Talk about how everyday devices can be controlled Know that devices and actions on screen may be controlled by sequences of actions and instructions Create a sequence of instructions to create a right-angled shape on screen 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) Control a floor robot using appropriate buttons, Make predictions and estimate distances and turns Experience a range of control devices such as a microscope, sound recorders, cameras and other devices Control music software through sequencing icons <p><u>Knowledge skills and understanding</u></p> <ul style="list-style-type: none"> Can they predict the outcomes of a set of instructions Can they use right angle turns? Can they use the repeat command? Can they test and amend a set of instructions? Can they write a simple program and test it? Can they predict what a simple program will be? <p><u>GD</u></p> <ul style="list-style-type: none"> Generate a sequence of instructions including ‘right angle’ 		

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