Computing – Year

Autumn 2 – Programming: Algorithms and Coding

Grove School

In this unit I will learn:

- An algorithm is a sequence of instructions.
- Algorithms need clear steps in the correct order.
- Decomposition means breaking a problem into smaller parts.
- Code is used to give instructions to a computer.
- A program may not work if there is a bug.
- Debugging means finding and fixing mistakes in code.
- Sprites can be controlled using code.
- I can predict what a program will do.

Key Knowledge

- Computers follow instructions exactly.
- Instructions must be in the correct order.
- Problems can be easier to solve when broken into smaller parts.
- Programs do not always work first time.
- Debugging helps programs work correctly.

Key Vocabulary

Algorithm - a sequence of instructions used to complete a task.
Code - instructions that a computer can understand.
Program - a set of coded instructions.
Sequence - the order in which instructions are completed.
Decomposition - breaking a problem into smaller parts.
Debug - finding and fixing a mistake.
Bug - a mistake in a program.
Sprite - a character or object in a program.