

### What should I already know?

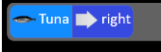







#### From Reception

- Give commands/instructions e.g. forward, backwards, go, stop, when using simple software/hardware.
- Make choices about the buttons/icons to press, touch or click on when using simple software/hardware.

#### Computing Skills:

- To predict what will happen for a simple sequence of instructions.
- To investigate how algorithms work.

### Key Vocabulary and Definitions:

<b>Algorithm</b> 	A set of instructions for a computer.
<b>Instructions</b> 	A direction or order.
<b>Investigate</b> 	Look closer to try and work something out.
<b>Logic</b> 	It's a bit like reasoning.
<b>Precise</b> 	Something that is accurate and exactly right.
<b>Predict</b> 	To say or estimate what might happen.
<b>Problem Solving</b> 	Finding solutions for something that is difficult or wrong.
<b>Reasoning</b> 	Thinking about something in a logical, sensible way.

### Teaching Sequence –

1. Aim: To predict what will happen for a simple sequence of instructions.
2. Aim: To investigate how algorithms work (purple mash Beebot).