

What should I already know?

- Investigate how a problem can be solved by decomposing it into smaller steps and by planning a solution.
- Make algorithms that solve problems which use sequences and repetition.
- Improve more complex algorithms by identifying mistakes (bugs) and correcting (debugging).

Computing Skills:

- Plan the solution to a problem by decomposing into smaller parts e.g. with a flow diagram, storyboard or other plan.
- Make programs which use sequences, repetition and inputs and outputs when necessary.
- Improve a program by debugging systematically.

Key Vocabulary and Definitions:

Debug	Changing parts of a program so that they work.
Decompose	Breaking a problem down in to smaller, simpler problems.
Input	Information entering a system.
Output	The outcome of a algorithm.
Plan	To consider what you are going to do before you begin.
Program	The place where a collection of algorithms is designed and performed.
Repetition	Doing something again and again.
Sequence	The order in which things happen.
Systematically	Doing something in a logical order.

Teaching Sequence

1. To plan a program.
2. To make a program.
3. To evaluate and improve a program by debugging

Key Knowledge

Year 4 Cartoon to assess learning in Computer Science (Term 2)



We've been asked to write a program to solve a problem.

We should **decompose** the problem, then **debug** it.



What does **decompose** mean?

How can you **debug** a program?

Standard Met?
Yes/no