Year 1
Programming
Computer Science

Programming

Respect, Believe, Achieve

What do I already know?

- Recognise technology in homes and schools I use, like television
- Select and use technology for particular purpose
- I can make choices about the buttons and icons I press, touch or click on
- I can use the mouse, the keyboard and touchscreens

Key Words	
algorithm	A list of step by step instructions. (e.g. pick up toothbrush, open mouth, brush teeth)
prediction	A thoughtful guess about what will happen.
debug	Find and fix a mistake in the instructions.
program (v)	To tell a computer what instruction to do.
program (n)	A list of step by step instructions.

1. Following instructions
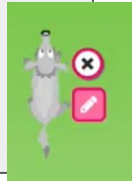I will use my voice and symbols to give step by step instructions to my partner.

2. Sequence
Place instructions into the correct order (sequence) to make something work.

3. Directions
Use direction arrows to move an on-screen object (character/sprite) to achieve an objective.

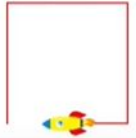**4. Predict and Plan**
Predict a route and sequence direction commands (algorithm) to achieve an objective. Correct the errors if necessary (debug).

5. Shapes
Predict and sequence movement and pen commands to program the drawing of different 2D shapes.

6. Code blocks
Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.

Physical Computing - Sphero Indis

Use Sphero Indis to explore patterns, sequences and measurement.