



# Buglawton Primary School

Be the Best We Can

Topic: Computer Science

Subject: Computing

Year: 2

Term: Spring

### What should I already know?

- Identify a set of instructions (pre-cursor to an algorithm).
- Describe what a program is.
- Write a simple set of instructions (an algorithm).
- Edit their instructions for mistakes (de-bug).
- Use different blocks to program physical and virtual characters.

### What will I know by the end of the unit?

- Explain what an algorithm is.
- Describe what de-bugging is.

### What will I be able to do by the end of the unit?

- Write more complex algorithms including repeat functions.
- Predict what an algorithm will result in for a virtual character.
- Combine blocks together from different parts of Scratch Jr.
- Begin to apply skills to new situations.

### Agreed Real-life Outcome

- A written program on Scratch Jr.
- A program that has been de-bugged.

Spelling	Definition
Algorithm	A set of instructions sequenced to achieve an objective.
De-bug	Identify and remove errors from an algorithm.
Character	The part of a picture or scene that tells you where it is.
Instruction	Something you tell someone or something to do.
Sequence	The order in which you do something.
Program	A series of instructions put into a computer to get the computer to do something.
Internet	A global network that connects people together.

