

# Cremyll Class: Computing Spring 1

What is an algorithm?

# To be able to give instruction to a peer.

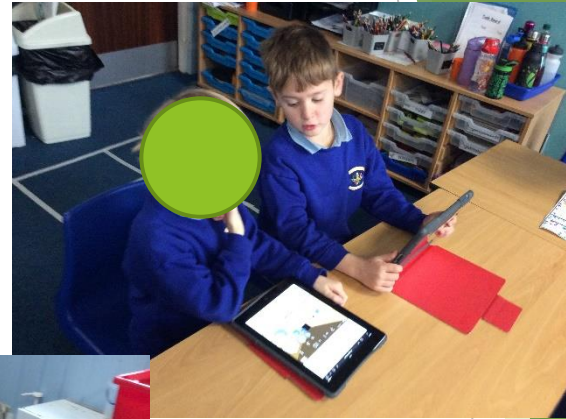
Algorithms are instructions.



You have to put your instructions in the right order or it won't work.

# To be able to input an algorithm to instruct an app.

You have to make sure you think about all of the steps or the BeeBot will not go to the right place.

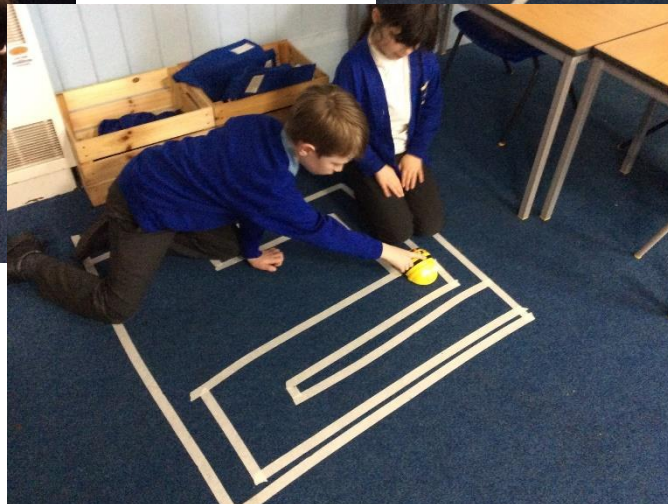


If you don't delete the first steps the BeeBot will go the wrong way and your algorithm won't work.



# To be able to input an algorithm to instruct a BeeBot

We had to keep changing the algorithms because we didn't get the right amount of steps. (Moving either too far forward or not far enough)

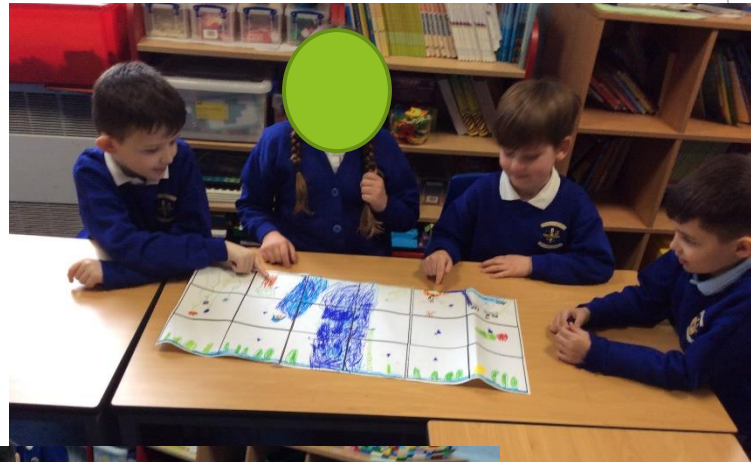


We worked as a team to build our algorithm.



# To create a BeeBot map for creating your own algorithms.

You need to have key features for your BeeBot to move to.



You need to make sure everything is clear so that other people know where they need to go.



# To be able to create our own algorithms.

The thinking about where we were going helped us to think of the steps needed for the algorithm



It was hard to remember which steps we had already put in, so, we used small steps for our algorithm.





### Half Turn and Quarter Turn

When we describe direction, we can use the language of 'quarter turn' and 'half turn'.

Quarter Turn



Half Turn



### Our Endpoint

I can program a BeeBot to move them accurately on a map, using multiple steps.

### What we already know:

- How to stay safe online by not talking to strangers and not sharing personal information such as where we live and what school we attend.
- We have written instructions in our English lessons about how to make a crumble.

### Culture Capital

- How things in the world work
- computers.
- working alongside others.

### Subject Specific Vocabulary

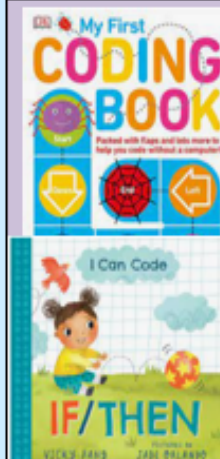
Algorithm	A set of instructions given to a computer.
Instructions	Detailed information about how something should be done.
Clockwise/anti-clockwise	The same direction that the hands on a clock move around / the opposite direction that the hands on a clock move around.
De-bug	Identify and remove any errors in the instructions given.

### Forever Facts

I know that an algorithm means the instructions you input into an electronic device,

When you program instructions you need to follow a sequence.

### Exciting books



### Skills

- I can program instructions to make something happen
- I can recognise different ways of using ICT and decide which to use