

YEAR 2

2.2 – Unplugged Algorithms

Computing Area	Computer Science
National Curriculum Strands	<ul style="list-style-type: none">• Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions• Create and debug simple programs. Use logical reasoning to predict or estimate or guess the behaviour of simple programs
Skills Progression Points	<ul style="list-style-type: none">• Use logical reasoning to predict and debug more complex programs.• Can create and debug with improved confidence and efficiency.• Begin to program using simple block code.• Programme a robot or software to do a particular task.• Be able to explain the order needed to do things to make something happen and to talk about it as an algorithm.• Understand what an algorithm is and demonstrate simple linear algorithms.
Hardware	Desktop computers / laptops /tablets
Software/App	Lightbot (iPad Application)
Unit Objective	To build on their knowledge of what an algorithm is and how we can program computers to use algorithms.
Unit Vocabulary	Sequence, Code, Blocks, Sprites, Repeat, Bug, Debugging