Computing — Year 1 (Spring)

Understanding Algorithms and Making Things Happen

Key vocabulary to remember and use in your learning

algorithm	instructions that are split into little steps so that a computer can do something
instructions	something that tells you what to do and how to do it
sequence	the order that things happen in
commands	an order that you give to a computer
sprite	a picture on Scratch Jr that you can make do things using an algorithm
personal information	information that is about yourself, like your name, age and address
permission	whether you agree to do something or not
directions for a Beebot	forwards, backwards, left turn, right turn

Key knowledge to know and use

- Computers do not have a brain that can think for itself—we have to control them by giving instructions
- An algorithm is the name for the instructions you give to a computer or other device (like a Beebot)
- Instructions have to be given in the right order (sequence) and we do this in our everyday life (e.g. socks on first, then shoes)
- Computer games are created by a person and there are rules around how old you need to be to play some games
- We can plan our algorithm in our heads or on paper before testing it out on a computer or other device
- Personal information should not be shared with other people, especially online, unless your trusted adult says it is ok

A simple algorithm

Have you thought about how to make a sandwich? When you make a sandwich to eat, you are using an algorithm:

1) first you butter the bread   2) next you add the filling

3) then you cut it in half   4) finally, you eat it!

Algorithms at home

Using computers is exciting. But it's easy to use them too much. Take a break every 20 minutes away from the screen to let your eyes rest.

Online Safety—Personal Information

Some of what you see online can be upsetting or inappropriate. This can include pictures, text and videos on apps such as YouTube. It is important to talk to a grown-up that you trust if you see or hear something that upsets you.