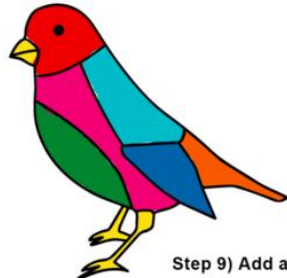




Year:	1	Skill:	Computer Science
Taught in Units		What will I learn this year?	
1.2 Group & Sorting		To sort items to a criteria offline and online	
1.4 Lego Builders		- To give accurate instructions - To follow instructions - To understand that an algorithm needs to be precise - To know that correcting errors in an algorithm is called debugging	
1.5 Maze Explorers		To use arrows keys to alter directional movements (forward backwards, left and right)	
1.7 Coding		- To draw symbols to represent instructions - To create a program using code blocks - To edit a scene by adding, deleting and moving objects	

Key Vocabulary			What should I already know?
sort	Put things together that are similar.	Following Instructions <u>Algorithm</u> Step 1) Paint the beak yellow Step 2) Paint the head red Step 3) Paint the tummy dark green Step 4) Paint the wing dark blue Step 5) Paint the tail orange Step 6) Paint the legs yellow Step 7) Paint the middle of the body pink Step 8) Paint the back light blue  Step 9) Add an eye	Logging on to purple mash on an ipad
criteria	The reason why we are sorting something.		Keeping a password safe
instruction	Information about how to do something.		What will I learn next?
algorithm	A precise step-by-step set of instructions.		To explain that an algorithm is a set of instructions (including ones they have created).
program	To tell a device (computer/ipad) with an algorithm.		To read blocks of code and predict what will happen when it is run.
debug	To find and remove errors from an algorithm.		To create a program that uses timer-after command.
undo	To cancel or reverse an instruction.		To modify a program to fit their design.
coding	To write an algorithm in a language that a computer understands.		
input	Information that goes into a computer.		
command	A single instruction in a computer program		

