Y1 Thinking like a computer scientist

Animations

Key Knowledge:

- I understand what algorithms are .

- I can write simple algorithms .

- I understand the sequence of algorithms is important .

- I can create a simple program on a digital device e.g. Bee Bot or tablet .

- I can use sequence in programs.

- I can locate and fix bugs in my program .

D - Design: Pupils start to discuss the desired outcome for their project and are given time to tinker with the software before planning what they will do to achieve their outcome.

A - Apply: Pupils are given the opportunity to create, make and produce content using the app or software explored in the Design lesson.
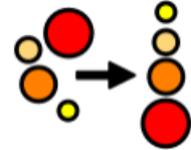
R - Refine: Pupils spend time considering ways to modify and improve their projects to get the best results possible.

E - Evaluate: Upon completing their desired outcome, pupils are given the opportunity to reflect and consider how effectively they have achieved their goal.

S - Share: Learners are given the opportunity to publish and exhibit their work to the world embedding skills from the Digital Literacy curriculum.
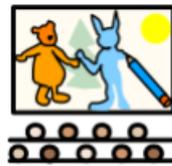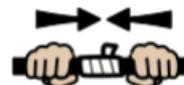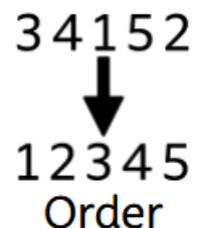
Animation	Sequence
Digital	Code
Fix	34152 → 12345 Order