TSS Primary ICT MTP 2021-2022
Year 2 Block 5 – Robots Algorithms

Week	Key Targets and Learning Objectives	Key Activities	Key Vocabulary
1	• To describe a series of instructions as a sequence	• Pupils will follow instructions given to them and give instructions to others. • Pupils will consider the language used to give instructions and how that language needs to be clear and precise. • Pupils will combine several instructions into a sequence that can then be issued to another pupil to complete. • Pupils will then consider this clear and precise set of instructions in relation to an algorithm, and they will think about how computers can only follow clear and unambiguous instructions.	• Instruction • Sequence • Clear • Unambiguous • Algorithm • program
2	• To explain what happens when we change the order of instructions	• Pupils will create sequences using the same commands in different orders. • They will then test these sequences to see how the different orders affect the outcome.	• Sequence • Order • Algorithm • commands
3	• To use logical reasoning to predict the outcome of a program (series of commands)	• Pupils will use logical reasoning to make predictions. • They will follow a program step by step and identify what the outcome will be.	• Sequence • Prediction • program
4	• To design an algorithm	• Pupils will design algorithms to move their robot around the mats that they designed in Lesson 4. • As part of the design process, pupils will outline what their task is by identifying the starting and finishing points of a route. • This outlining will ensure that pupils clearly understand what they want their program to achieve.	• Algorithm
5	• To create and debug a program that I have written	• Pupils will take on a larger programming task. • They will break the task into chunks and create algorithms for each chunk. • Pupils will also find and fix errors in their algorithms and programs. This is known as 'debugging'.	• Debugging • Algorithm • program
6	• To drag and snap blocks to create a simple programming sequence	• Code.org; Course B.	• Snap • Debug • re-set