

Computing – Nightingale Autumn 2

Objective	What it looks like
To understand that an algorithm is a series of steps that achieve a specific goal and that steps can be repeated.	Children will create algorithms with a specific goal in mind. The children will also use the 'repeat' function in order for the algorithm to be written easier.
To understand algorithms can describe everyday activities and can be followed by humans and computers, though computer instructions need to be more precise.	Children will do some 'offline' work where they set algorithms (instructions) for others and see if they can be followed. They will see that a human is able to generalise instructions and make them more decipherable, whereas a computer will need specific instructions to complete the intended outcome.
To use drawing tools to create images.	Children will use Scratch to write algorithms which create images.
To program a simple animation, combining images and text.	Children will use Scratch to create an animation which includes moving pictures and speech bubbles with text.