



# Year 2 Computing & ICT Knowledge Organiser Spring 1

## Programming- Robot Algorithms



### 1. Giving instructions

- A series of instructions is known as a sequence



### 2. Same but Different

- The order of instructions within a sequence is important



### 3. Making predictions

- to make a predictions we need to think and reason them through and not just guess.



### 4. Mats and routes

- design in programming not only includes code and algorithms, but also artefacts related to the project, such as artwork.



### 5. Algorithm Design

- it is important to identify the starting and finishing points of a route



### 6. Break it Down

- 'decomposition' is to break the task into chunks and create algorithms for each chunk

## Key Vocabulary

### Debugging

finding and fixing errors in our algorithms and programs.

### Program

a series of instructions that tell a computer to perform an action

### Algorithm

A step-by-step process followed in order to accomplish a specific task

### Route

a way for travel or movement, the path from point A to point

### Chunking

grouping related items together so that someone can remember them more easily

