Progress in Computing
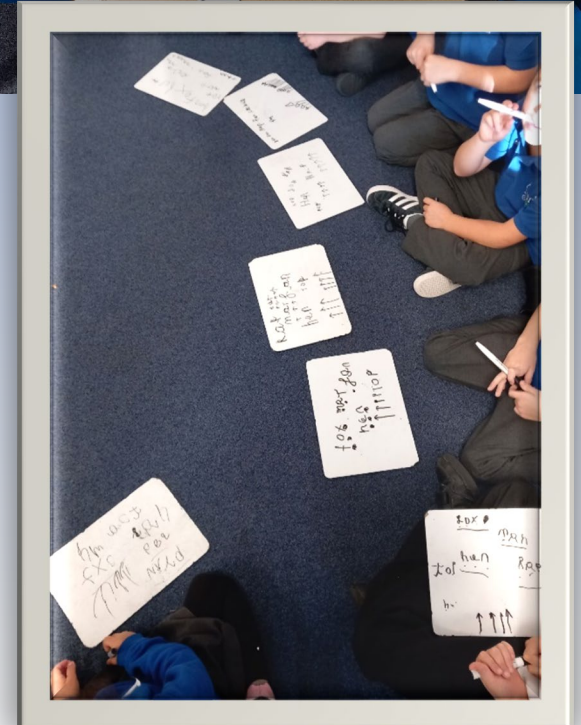# Term 2

Our second topic is Programming & Algorithms, which is like writing instructions for machines or computers.

Sequencing and drawing the 'route' of a story with a series of events, helps children understand that programs follow a particular order.
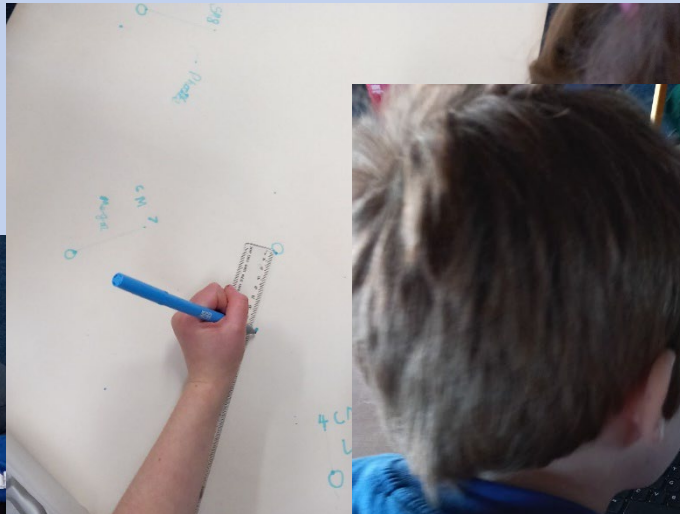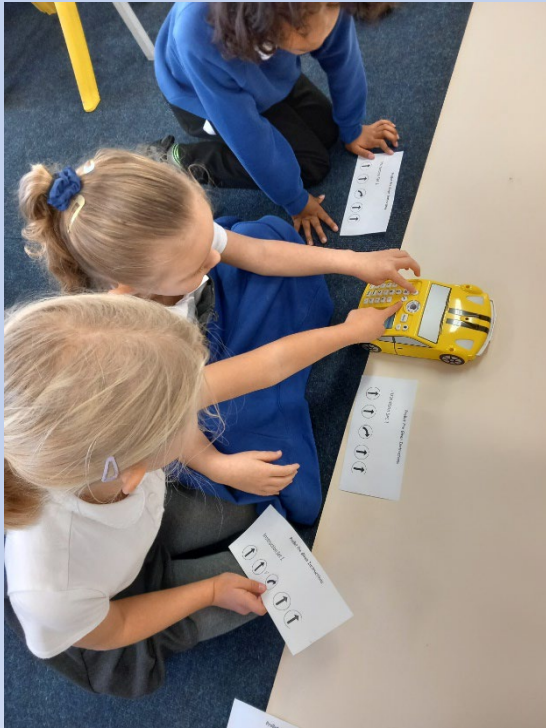
Year 1 Children

read and write the start and end points for a BeeBot and program it.

Year 2

Year 2 program a floor robot called Probot to draw lines in cms. They 'debug' as mistakes are made, and transfer their learning to programming on screen.
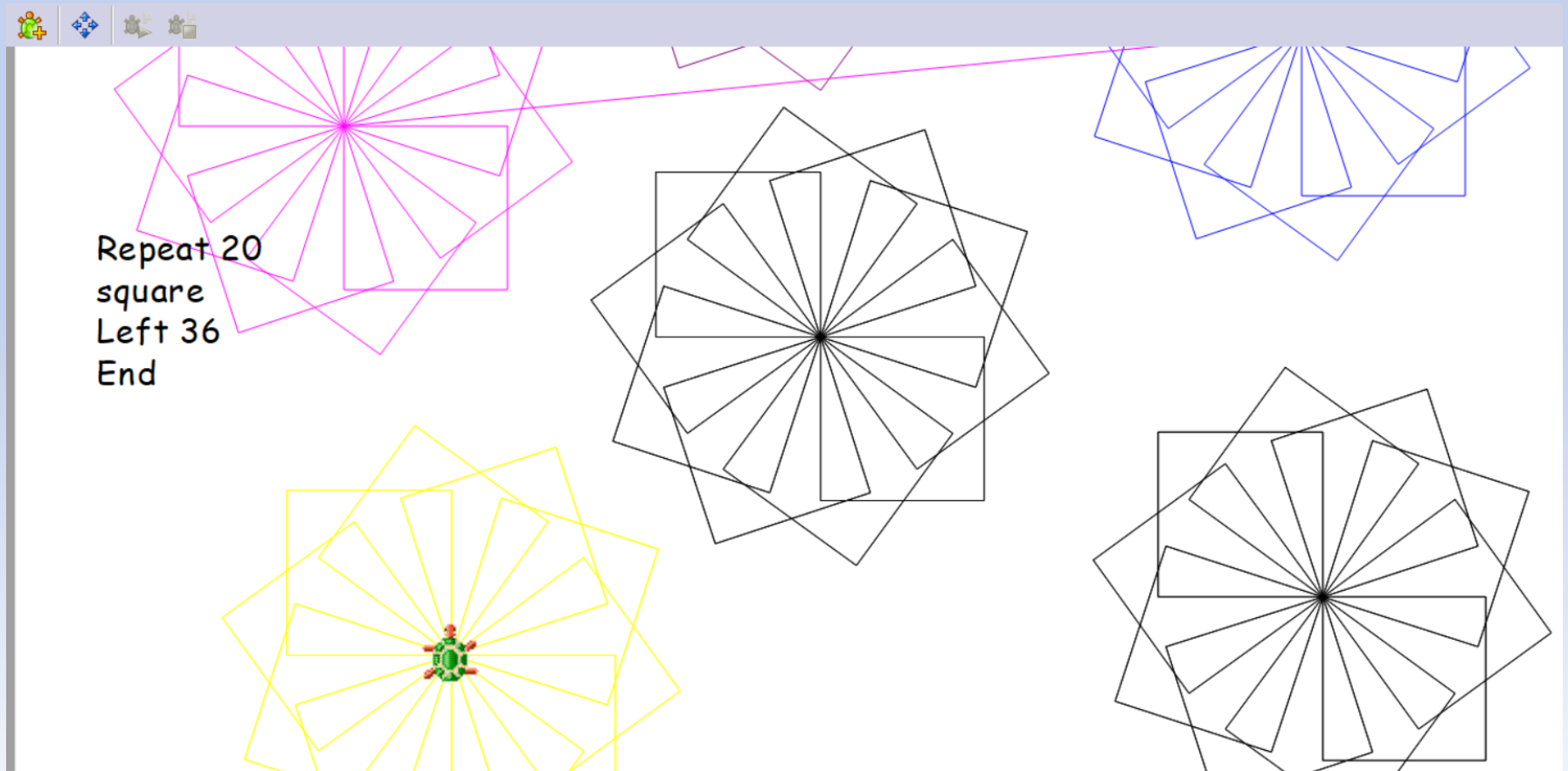
Year 3

Year 3 use Probot to draw different sized shapes with right angles. They also worked out the angles to program a triangle and hexagon. They tested their learning by programming an on screen turtle using LOGO.
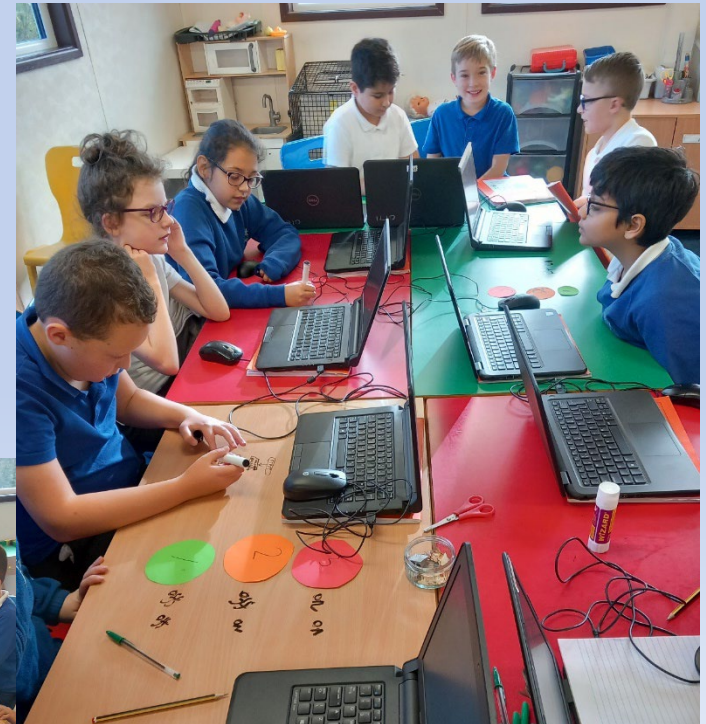
Year 4

Pupils use LOGO programming language to plan, test and 'debug' their own algorithms.

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Repeat 20
square
Left 36
End
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Year 5

Year 5 use flowcharts to plan and 'debug' programs to control simulations of real life systems, like traffic lights.

Year 6 Pupils use flowcharts and programming language to mimic real life systems that include a switch.