



? What are we learning about early programming?

When we use computers and digital devices, such as a mobile phone television, or even a calculator washing machine or microwave, there is a sequence of instructions that the device has to follow to make it work. This is called a program when you press a key on the keyboard and the letter or number appears on the screen, the computer has followed a program of instructions in order to write a computer. We can learn to program objects with computers inside, such as robots, traffic lights and on-screen characters.

Key knowledge

1. Place instructions into the correct order (sequence) to make something work.
2. Use direction arrows to move an on-screen object (character/sprite) to achieve an objective.
3. Predict a route and sequence direction commands (algorithm) to achieve an objective. Correct the errors if necessary (debug).
4. Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.

Important Vocabulary

Sequence	Place instructions one after the other in the correct order, such as the sequence of lights on a traffic light.
Algorithm	Place a sequence of instructions in the correct order to make something work, such as programming a washing machine.
Predict	Work out what will happen before we try it. For example, thing about the directions a robot need to get to a target before we run the program.
Execute	Run the program to see if it works.
Debug	If the program does not work, can we find the error and correct it.

Programming



Fun Fact

The first computer “bug” was found in 1945 as a moth in the system. This is why it is called ‘debug’.