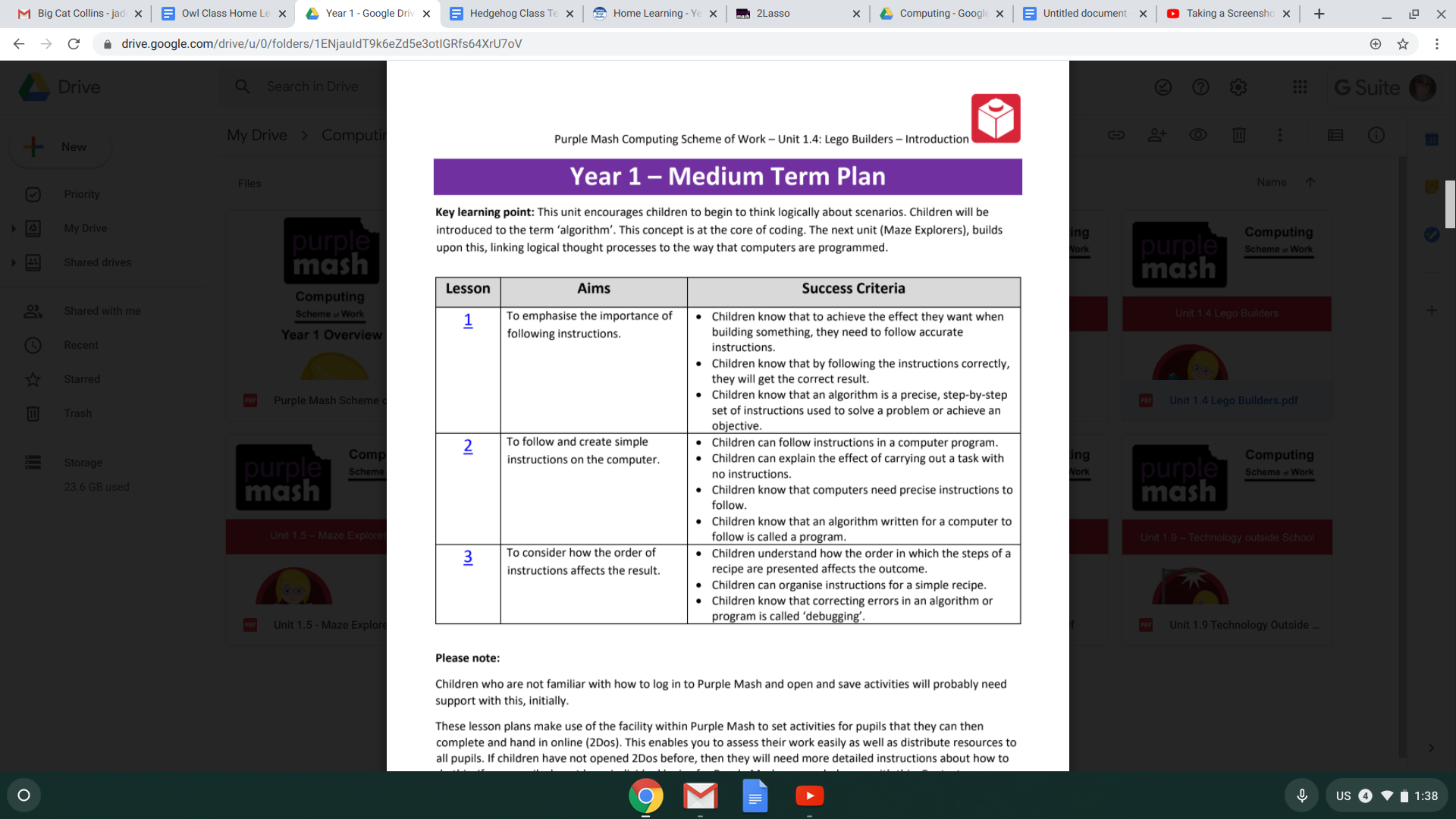
Computing Lesson 1 Term 5 - What is an algorithm?

This term we have three computing lessons which focus on instructions (the basics for algorithms and coding).



If possible use lego, duplo or some kind of construction toy you may have available for this.

Talk to your child about instructions and what we use them for; building models, baking cakes etc. Explain how and why we need good instructions to help us be successful with what we are doing.

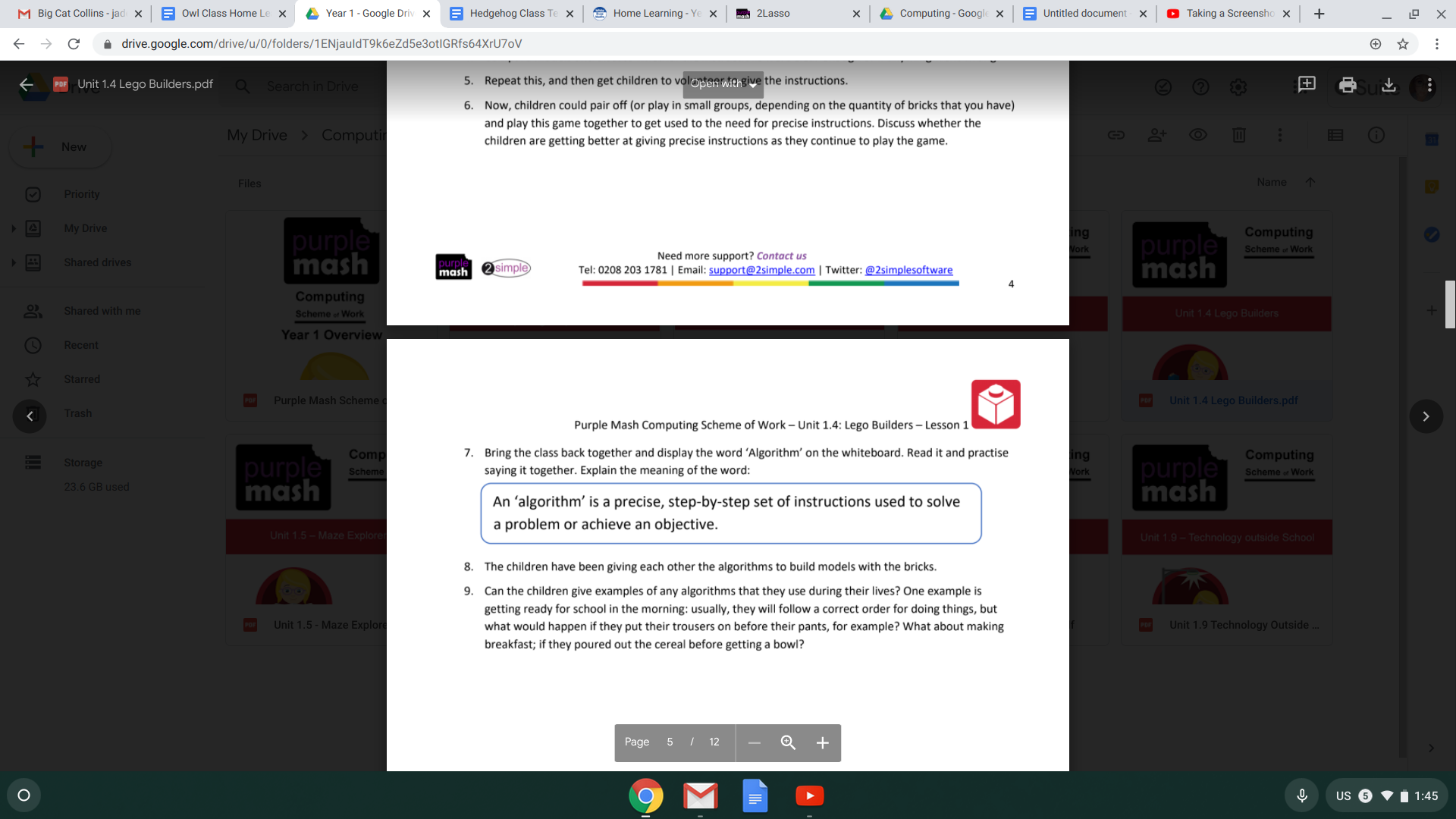
Give your child some simple instructions i.e. ‘put the red block on top of the green block’

(If you do not have resource for this you could give them instructions of actions i.e. jump up and down five times)

Give them instructions until they have built something. Once they have completed their model, let them give you instruction to make something (can be something as simple as a tower of different coloured bricks).

Once you have done this, introduce them to the new vocabulary ALGORITHM - get them to say the word so it is clear as it is a tricky new word to learn.

Explain what an algorithm is…



They have just been giving algorithms to help build the models! Aren’t they clever!

Can the children think of any real life examples of when you use algorithms… i.e getting ready for school in the morning; things have to be done in a specific order otherwise you will end up with your jumper on before your t-shirt for example. Also making breakfast; what would happen if you poured the cereal before getting out a bowl?