

## Unit: 1.4

### Lego Builders

#### Key Learning

- To compare the effects of adhering strictly to instructions to completing tasks without complete instructions.
- To follow and create simple instructions on the computer.
- To consider how the order of instructions affects the result.

#### Key Vocabulary

##### Instruction

Information about how something should be done.

##### Algorithm

A precise, step-by-step set of instructions used to solve a problem or achieve an objective.

##### Computer

An electronic device for storing and processing data.

##### Program

To provide (a computer or other machine) with coded instructions.

##### Debug

To find and remove errors from computer hardware or software.

#### Key Resources



Paint Projects

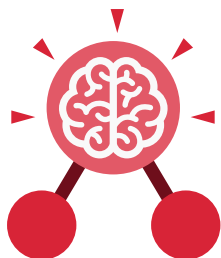
#### Key Questions

##### What is an instruction?

An instruction takes you through something step by step so that you can successfully complete a task.

##### Why do we need to debug code?

When you write code, it won't always work correctly first time. When you search for the errors and correct them, this is known as debugging.



## Unit: 1.3 Pictograms

### Key Learning

- To understand that data can be represented in picture format.
- To contribute to a class pictogram.
- To use a pictogram to record the results of an experiment.

### Key Vocabulary

#### Pictogram

A diagram that uses pictures to represent data.

#### Data

Facts and statistics collected together that can provide information.

#### Collate

Collect and combine (texts, information, or data).

### Key Resources

**purple  
mash**



2Connect



2Count

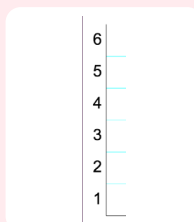
### Key Images



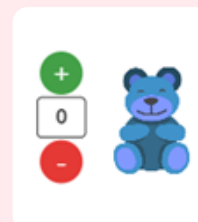
Open, Close and  
Share



Add or delete  
columns



Frequency



Add or delete objects  
from the Pictogram