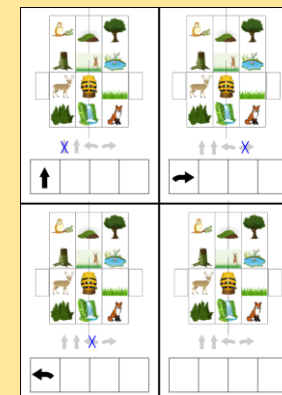
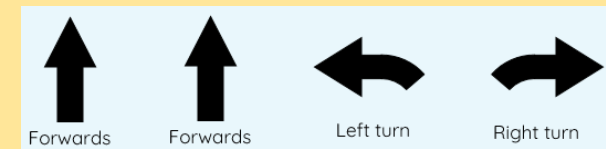


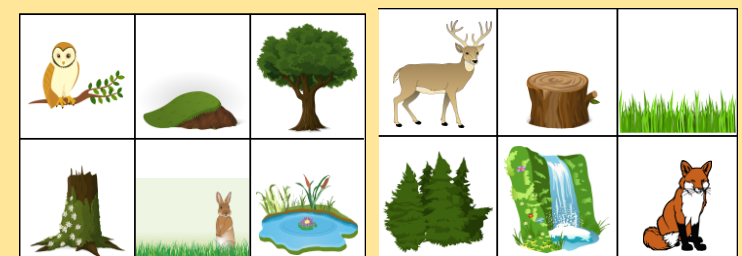
robot	A machine that will follow instructions
instruction	An order
unambiguous	Clear and not confusing
sequence	One thing after another
algorithm	Instructions for a computer
prediction	What we think will happen
obstacle	Something which is blocking the way
debug	To solve a computer problem

Year 2 - Programming A – Robot algorithms

2
The same, but different!

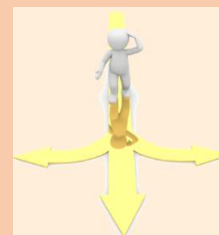


We will be exploring how the same instructions can lead to a different algorithm if they are in a different order!

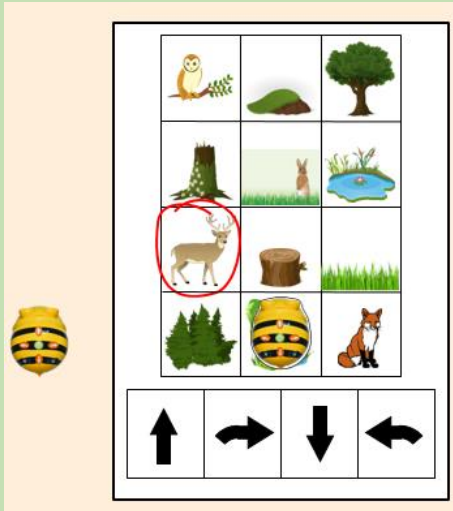


1
Giving instructions

We will pretend to be robots by following instructions from our friends!

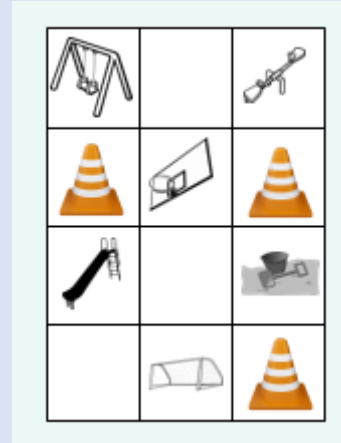


3
Making predictions



We will look at instructions in a sequence and predict where our robot will end up!

4
Mats and routes



We will plan our own mats with obstacles. We will plan a route to avoid the obstacles!

5
Algorithm design

We will create algorithms to get our robot to a point.

We will de-bug our algorithm if it does not work.

De-bugging is when we try to solve a problem with instructions for a computer.

