



Year One Programme A

Topic – Maze Explorers (Computer Science)

Term: Spring 1

Key Learning

To understand the functionality of the direction keys.
 To understand how to create and debug a set of instructions (algorithm).
 To use the additional direction keys as part of an algorithm.
 To understand how to change and extend the algorithm list.
 To create a longer algorithm for an activity.
 To set challenges for peers.
 To access peer challenges set by the teacher as 2Dos

Key Vocabulary

Direction – A course along which someone or something moves.
Challenge – A task or situation that tests someone's abilities.
Arrow – A mark or sign resembling an arrow, used to show direction or position.
Undo – Cancel or reverse the instruction.
Rewind – Move back several steps or to the start.
Forward – To move in the direction that one is facing or travelling.
Backwards – To move in the opposite direction to which one is facing.
Right turn – To move the object in a clockwise direction.
Left turn – To move the object in an anti-clockwise direction.
Debug – To find and remove errors from computer hardware or software.
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.

Key Skills

Computer Science

- ▶ Understand what algorithms are and develop strategies to help find bugs in them.

Learning Links

Coding

Familiarity with a code environment.
 Logical planning of sequences.
 Debugging skills

Questioning

Logical decision processing.
 Forward planning to achieve a solution