

Algorithms: Making Toast and Jam

Computing KS2 Year 3



Algorithms: Making Toast and Jam

Computing

Key Stage 2 Year 3

Learning Aims:

- understanding the process of creating an algorithm
- understand what algorithms and bugs are in computing
- explore debugging in an unplugged activity

Curriculum Links:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs

Keywords

Algorithm. Debugging. These can also be found at the end of this PDF.

PowerPoint Presentation

The accompanying PowerPoint presentation has 11 slides with the following learning points:

- Slides 1 and 2 introduce the lesson and learning aims.
- Slide 3 recaps that an algorithm is a set of instructions written for a computer, which must be written step-by-step in the correct order. Introduces a computerised robot, for whom the children are writing their algorithm.
- Slides 4 and 5 take the children through the steps to make toast and jam.
- Slide 6 introduces a problem. The toast has burnt!
- Slide 7 asks the children what step should be added to prevent this.
- Slide 8 shows the instructions all muddled up.
- Slide 9: Interactive exercise with the children to put the steps in the right order.

Activity

- Slide 10 introduces the learning activity. The children write their own algorithm: to instruct the computerised robot to carry out an activity of their choice.
- Slide 11 is the closing slide.



Now think of your own!

Steps	Description



Algorithms - Making Toast and Jam: Keywords Flashcards



Algorithm

Debugging



Algorithm



Debugging

