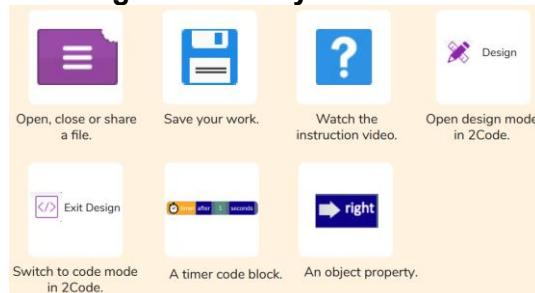


**Enquiry Question:
What is an algorithm? Why is it useful in coding?**



What should I already know?	What will I know at the end of the unit?
<ul style="list-style-type: none"> • I understand what instructions are and predict what might happen when they are followed. • I can use code to make a computer program. • I understand what object and actions are. • I understand what an event is. • I use an event to control an object. • I can begin to understand how code executes when a program is run. • I understand what backgrounds and objects are. • I can plan and make a computer program. 	<ul style="list-style-type: none"> • I understand what an algorithm is. • I can create a computer program using an algorithm. • I can create a program using a given design. • I understand the collision detection event. • I understand that algorithms follow a sequence. • I can design an algorithm that follows a timed sequence. • I understand that different objects have different properties. • I understand what different events do in code. • I understand the function of buttons in a program. • I understand and can debug simple programs.

Key Vocabulary	
<p align="center">Action Algorithm Background Bug Button Click events Collision detection Command Debug/Debugging</p>	<p align="center">Event Execute Implement Instructions Interaction Interval Object Output Properties Run</p>

Key Resources		
 <p align="center">2Dos</p>	 <p align="center">Free code chimp</p>	 <p align="center">Tools</p>