

Spring Term

Key Vocabulary

Programming

Algorithm—a part of the design of the computer program. It is a set of precise instructions showing what you want the program to do.

Sequence or order —a set of information in order.

Predictions — having a good guess—especially in relation to programming a Robot Mouse.

Maps — a flat picture (or mat) which helps you see different features of the world e.g. buildings, roads.

Obstacles —an object that stops something or someone from going in the direction they would like.

Route—the plan of where something will travel or move.

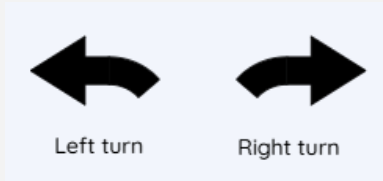
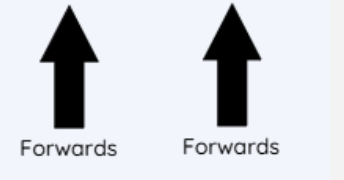
Data and Information

Record information —a way to put your findings down on paper or a computer programme.

Tally charts —a way to count easily using a ‘gate’ design.

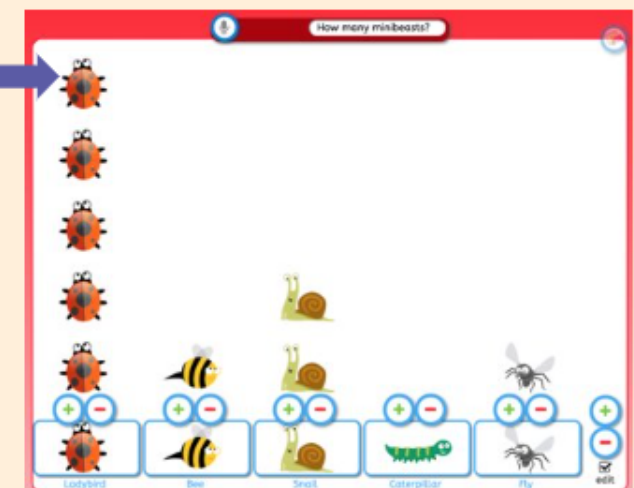
Pictograms — a way to record information using a chart with pictures.

Programming



Data and Information

Minibeast	Tally	Total
		5
		1
		2
		0
		1



Tally and Tally Charts

Pictogram