

<p>Digital Technologies Content Descriptor</p> <p>ACTDIP019: Design, modify and follow simple algorithms involving sequences of steps, branching, and iteration (repetition) (Stage 3)</p> <p>Objectives - to understand concept of an <u>algorithm</u> by <u>sequencing</u> <u>repetition</u></p>	<p>on BBC website no 5</p>
<p>NSW Syllabus Outcomes ^{links}</p> <p>Maths P+A.</p> <p>Eng. C.A. -</p>	
<p>Title and Introduction</p>	
<p>Metalanguage algorithm, sequencing, follow instructions,</p>	
<p>Activity</p> <p>① What is algorithm? code.org. Youtube - BBC website has good info unplugged task - Program a toy car to move between two locations (see BBC)</p> <p>② Follow simple algorithms Lightbot - ipad minis (puzzle game)</p> <p>③ Modify Scratch remix project</p> <p>④ Creative computing Design task</p>	
<p>Assessment and Reporting</p> <p>used strategic whole class / individual questioning</p> <p>recorded student progress on checklist</p> <p>facilitated whole class / peer feedback sessions</p> <p>encouraged student self-reflection (after design task)</p>	
<p>Resources Teach Starter → Pirate Pete, SL</p> <p>BB bitesize - link in course aule.</p> <p>Light bots code.org.</p>	

Series of videos on code.org
↓ eg leadlight tutorial, code.org