



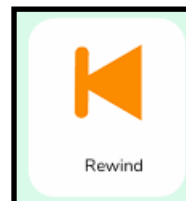
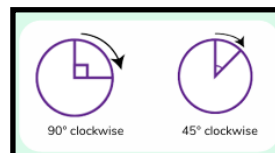
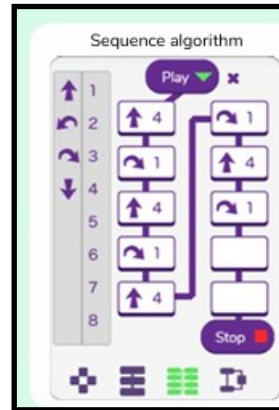
Year 3 Computing: Route Planners (Computer Science)

Prior Learning

- I can create a simple program using algorithms to make an object move forwards and backwards.
- I can test my algorithm and correct any errors. (Debug)
- I can give more than one instruction for the turtle to complete in one go.

Sticky Knowledge

- I can create 2Go commands to move a turtle along a route.
- I can create commands in 2Go in which the turtle turns using rotation.
- I can plan algorithms and write 2Go code that uses angle of turn.
- I can use 90 degrees and 45 degree angles in 2Go.
- I can use the repeat algorithm and coding in 2Go



Key Vocabulary

algorithm	A clear set of instructions, in order.
angle	The measure of a 'turn'. For example, a quarter-turn is 90 degrees.
degrees	The unit used to measure rotation (the angle).
repeat	This can be used to make a block of commands run a set number of times.
route	A path an object takes to get from one place to another.
turtle object	A type of object that moved by coding either directions or angles of rotation and distance to move.
rotation	The action of turning around a centre point. This is a circular movement where an object changes its direction.
command	A single instruction, such as, 'turn left'.