Year 2 – Algorithms – Knowledge Organiser

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| Prior Learning: understand that an algorithm is a set of step-by-step instructions , beginning to check work for mistakes and understand that this is known as ‘debugging’, direct and program a Bee-Bot or other programmable toy, using different end blocks on Scratch JR such as repeat forever, change the size of character, add characters and backgrounds. |

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| Facts | Vocabulary |
| 1. **What are quarters turns?**     * Quarter turns describe the direction an object will move in. * They can either be clockwise, or anticlockwise. * The image below shows a quarter turn clockwise. * We can also call quarter turns 90 degree turns. | 1. Quarter turn  2. Degrees  3. Clockwise  4. Anticlockwise |
| 2. **What are clockwise and anti-clockwise?**     When something moves in a **clockwise** direction, it is moving in the same direction as the hands on a clock.                 When something moves in an **anti-clockwise** direction, it is moving in the opposite direction to as the hands on a clock. | * The red hand is where the minute hand on the clock started, it started on 6. * Image result for quarter to 7 After moving a quarter turn clockwise it will end up on the 9, where the green minute hand is pointing.     Image result for quarter to 7  Blue-bot_algorithms |