

Happy Maps

Junior Primary

Curriculum

Digital Implementation

Use data to solve simple tasks/problems

Use visually represented sequenced steps (algorithms)

Vocabulary

Algorithm- A list of steps that you can follow to finish a task.

Overview

At the root of all computer science is something called an algorithm. To provide a solid base for the rest of your students' computer science education, we're going to focus on building a secure relationship with algorithms.

Lesson Steps

- Introduce the vocabulary and purpose for the task.
- Students will need to work out which direction the Flurb will need to move in order to get to the fruit.
- Students create an algorithm by placing the arrows in order.
- Ensure that students understand that they are creating an algorithm

Extension

The difficulty of this task could be increased by using a bigger grid or by creating an algorithm and getting the students to place the fruit in the correct position.

Activity available on code.org