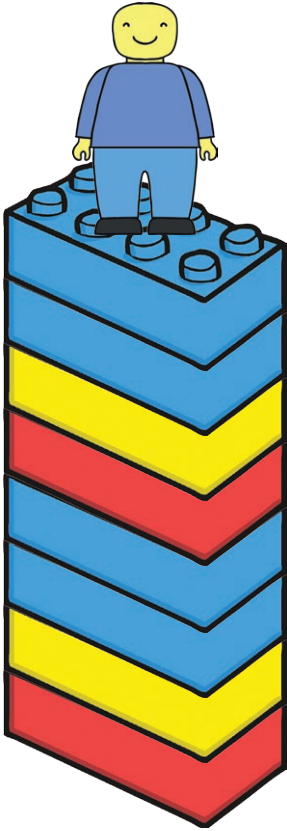


# Ordering Instructions

You have been learning about algorithms. They are a set of instructions used to tell a computer program what to do.

Can you order the instructions for building this tower to show which order they should go in? If you have bricks at home, you could try it.



	Stick a yellow brick on top of the red brick.
	Stick a toy man on top.
	Start with a red brick.
	Repeat the pattern again and stick it on top.
	Stick a blue brick on top.
	Stick on another brick of the same colour.

What happens if you change the order? Do you think you would still be able to build the tower? Can you explain why you think this?

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## Challenge

Can you think of a way to make these instructions clearer? What else could you include?

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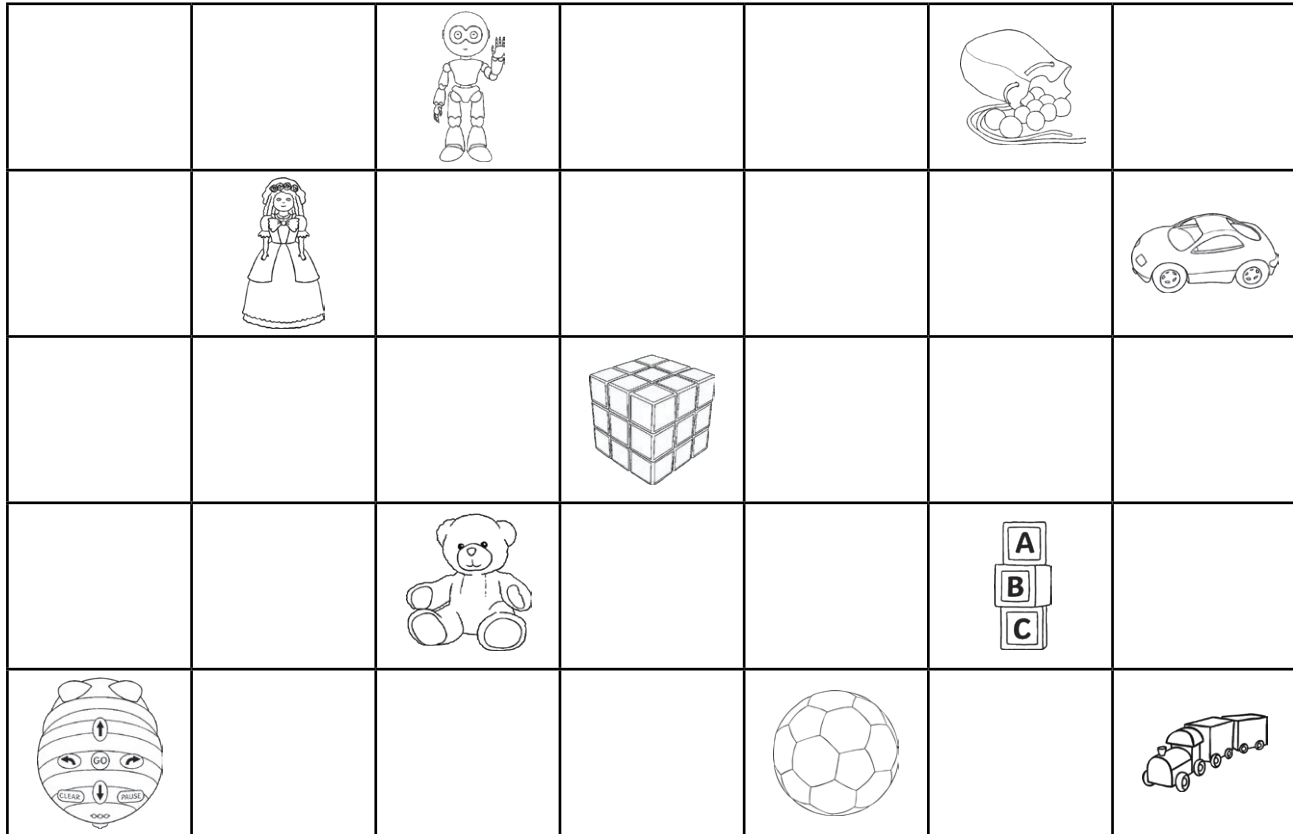
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# Using Symbols in Algorithms

Your programmable toy wants to play with its favourite toy. Can you choose which toy it will play with, then draw arrow symbols to show how it could get there?

You are **not** allowed to go over any other toys!



My programmable toy is going to play with the \_\_\_\_\_.

These are the instructions I would use:

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