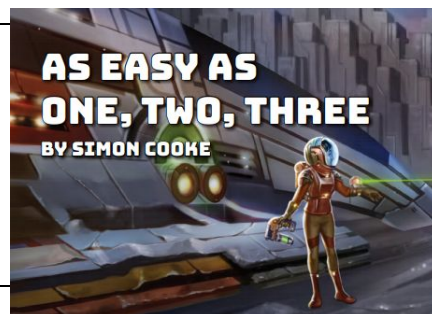


Activity 1: Easy as one, two, three!



BIG PICTURE IDEAS:

Algorithms are a specific, clear set of instructions that tell a digital device how to complete a function step by step.

Debugging is the fixing of a mistake or bug in an algorithm.

We must make our algorithms user friendly and use a common language that is understood by the device.

Algorithms need to be tested and checked.

TASK:

Read the story and create a set of instructions (algorithm) for Mia to follow to be able to get through the maze and get to Tane.

Suggested year levels: Y3-8

Tips:

-have students test and trial each other

-Use counters or figurines for students to test instructions

-allow opportunities for feedback, retesting, debugging

Links to digital technologies curriculum:

- Computational thinking Progress outcomes
- Breaking down the problem of solving the maze
- Creating an algorithm
- Debugging and checking work

Key Vocab:

- Algorithm
- Debug/bug
- North,south,east, west
- code/language
- User friendly

Resources & time:

- Printed copies of the map
- *40mins-1hour*

Links to other areas of the curriculum:

- Literacy- reading and writing
- Mathematics- directions such as north, east, south, west, counting

Source: School Journal Level 2, June 2018

Print own copies here:

<http://instructionalseries.tki.org.nz/Instructional-Series/School-Journal/School-Journal-Level-2-June-2018/As-Easy-as-One-Two-Three>