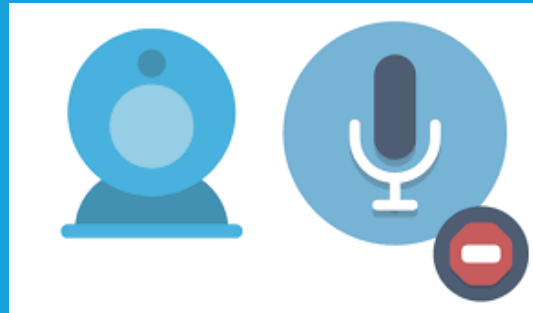




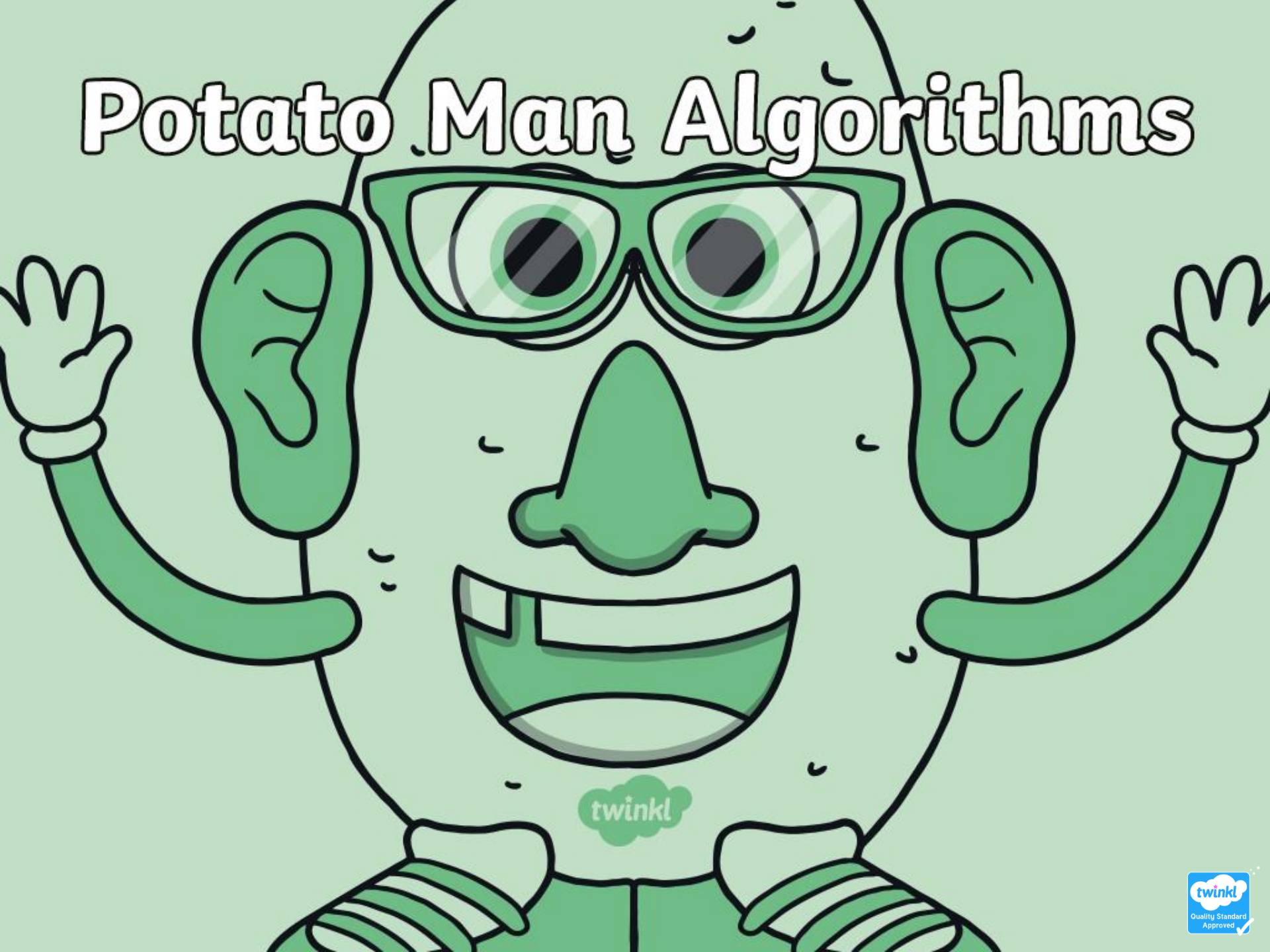
Welcome to Year | Computing



The lesson will begin at 2:10pm

Turn your camera and microphone off
please

Potato Man Algorithms



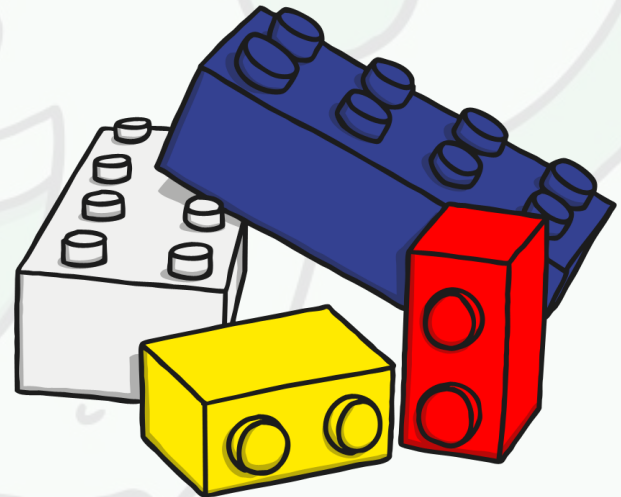
twinkl

Build an Animal

Use these building bricks to make an animal.
You have 1 minute.

Start
timer!

STOP!



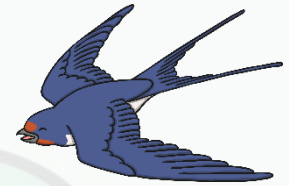
Build an Animal

What did you make?

How are your models similar?

How are they different?

Why are they different?

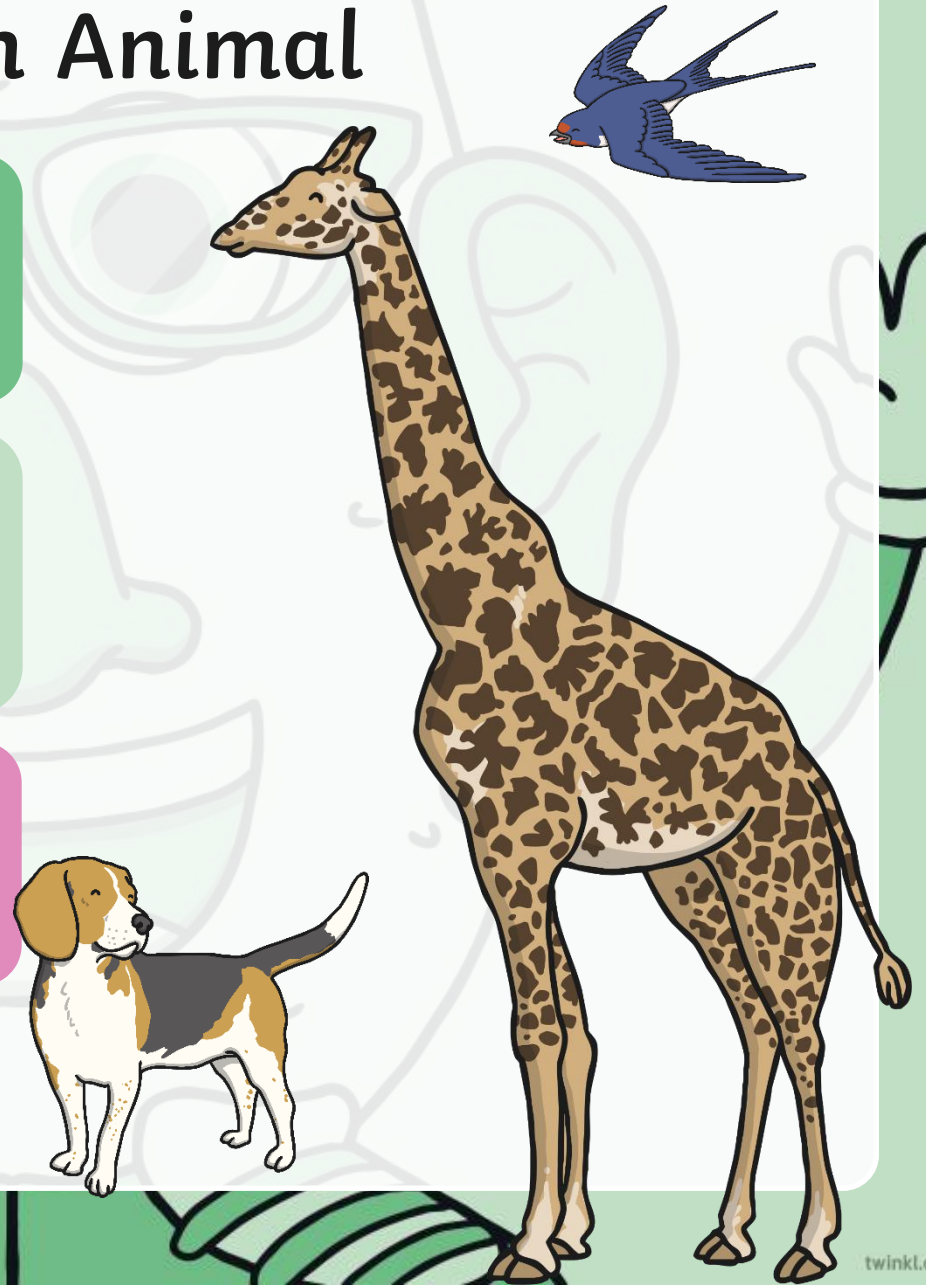


Build an Animal

Without detailed instructions in the right order, we can't make exactly the right thing.

How could we make the instructions better, so that you both build the same animal?

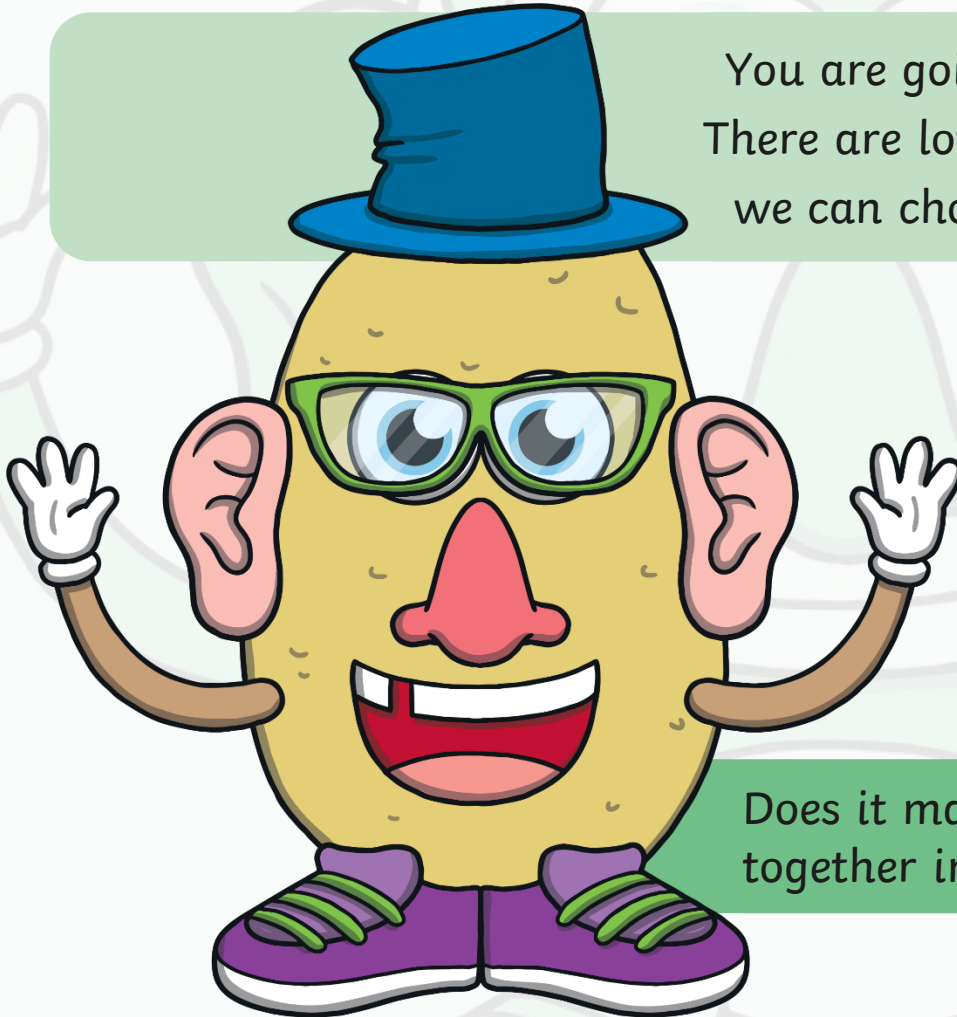
Detailed instructions written in the right order are called an **algorithm**.



Potato Man Building

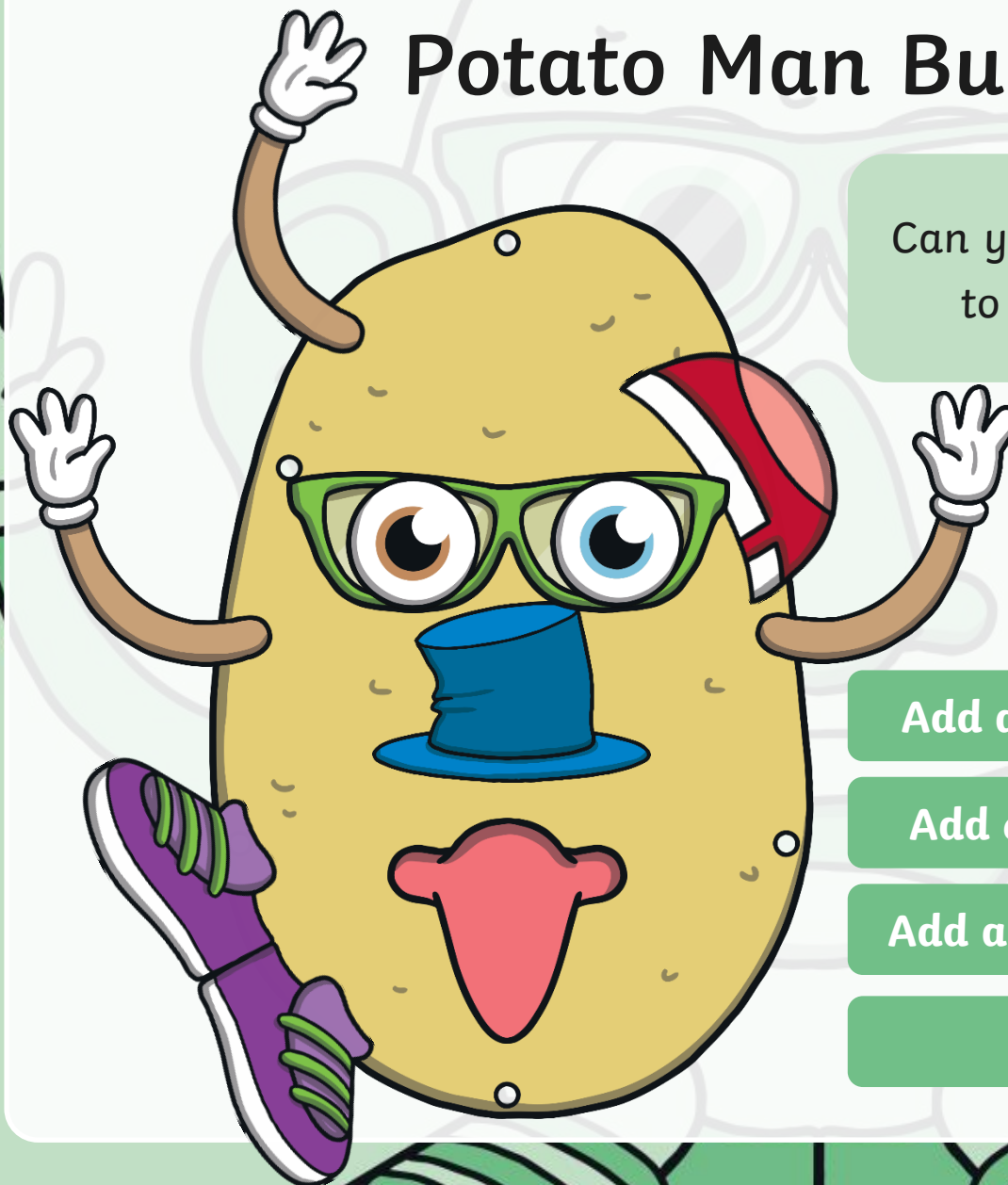


You are going to build a potato man toy. There are lots of different parts of him that we can choose to give him a funny face!



What parts can you see?

Does it matter what order we put him together in? Which bits can't come first?



Potato Man Building



Can you choose the instructions to build the potato man?

Click on each instruction to see what happens.

Add arms.

Add glasses.

Add eyes.

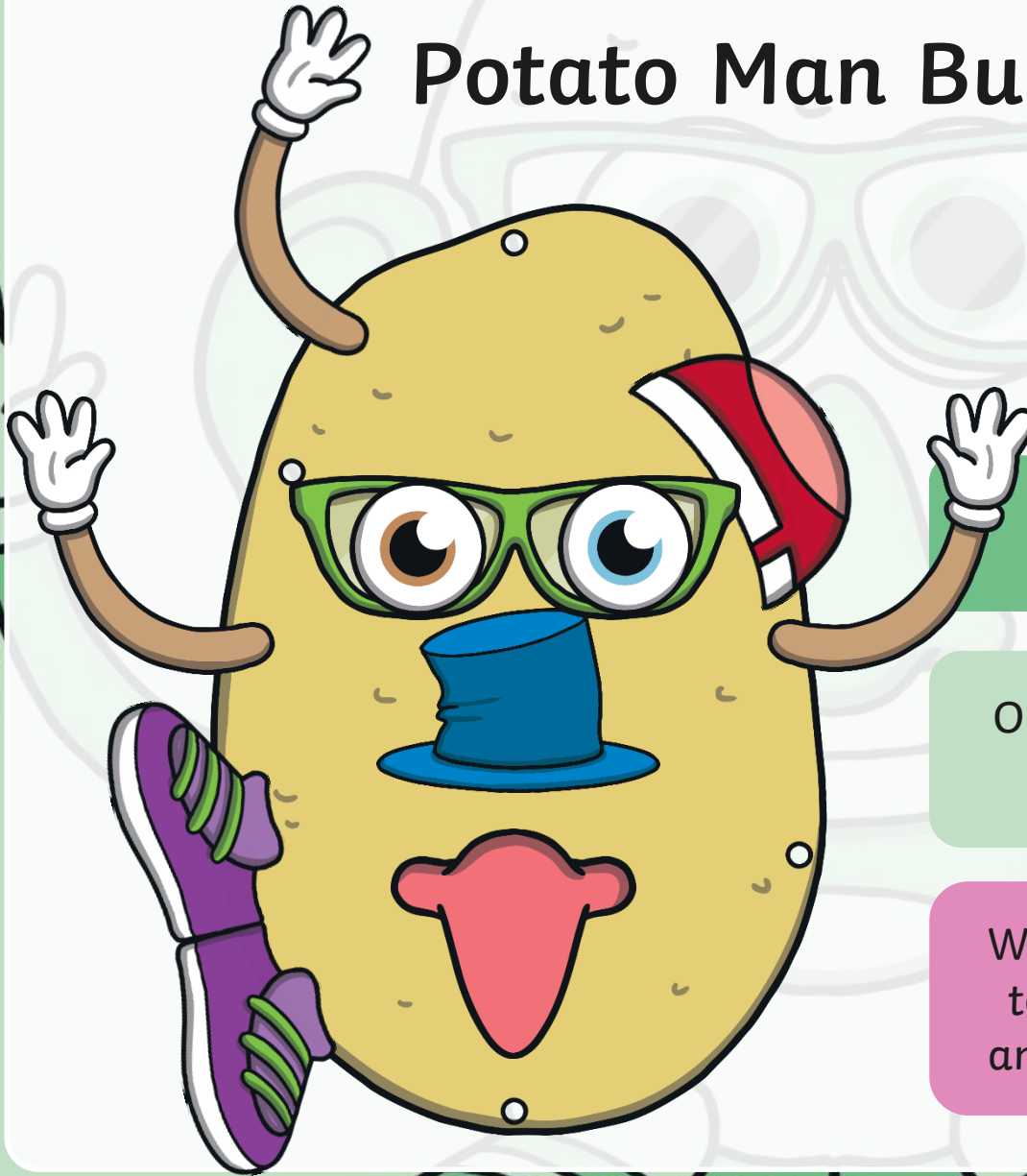
Add a hat.

Add a nose.

Add a mouth.

Add feet.

Potato Man Building



Why did it go wrong?

Our instructions need to be more detailed.

We need to say which parts to use, where to put them and which order to do it in.

Potato Man Building



See if you can choose the most sensible instructions to add the parts to this potato man.

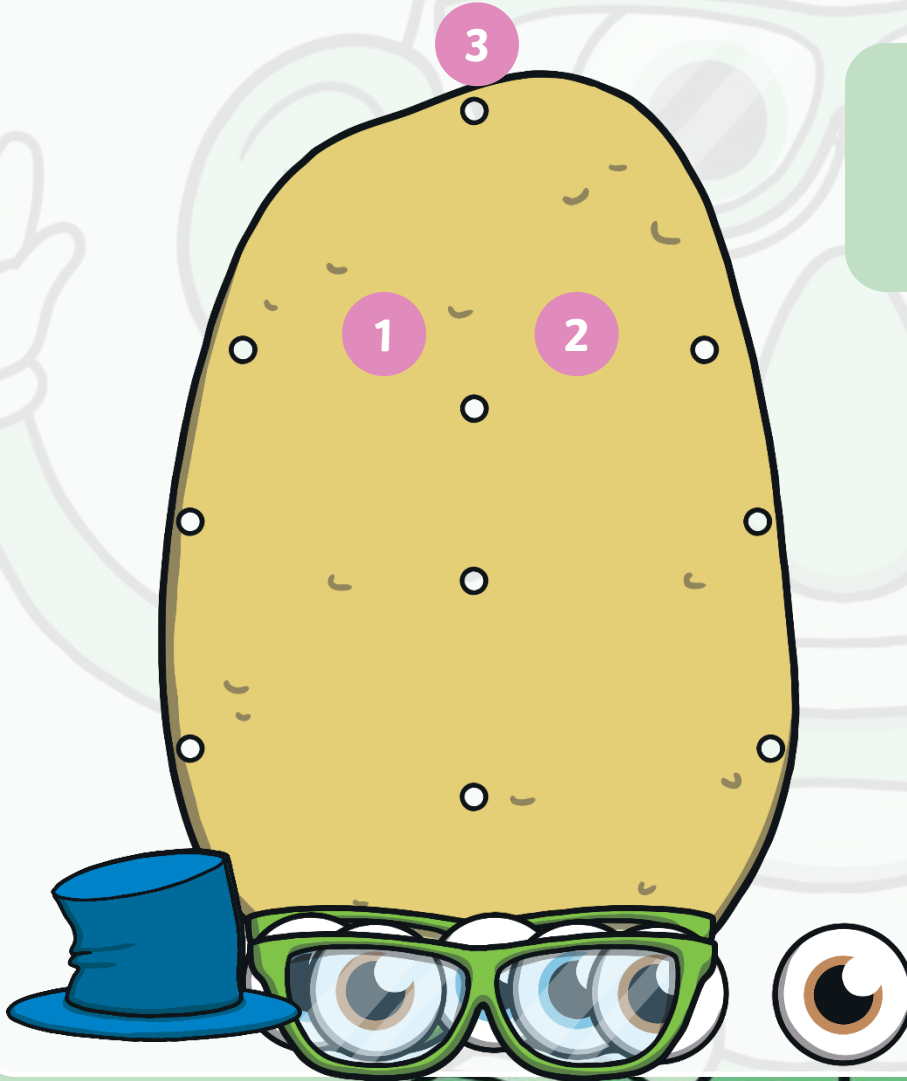
Add brown eyes to holes 1 and 2.

Add a hat the right way up to hole 3.

Add eyes.

Add glasses.

Add a hat.



Did It Work?



Now give your instructions to your partner.

You need to use the Build a Potato Man Activity Sheet to build your partner's potato man!

Next, show your partner the toy they should have built.

Does your toy look like the one in the picture?

Why? Why not?

