

Lesson Overview

Ava and the Woeful Welliphant

Academic Standards:

Computing: Co2/1.1 Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Objective:

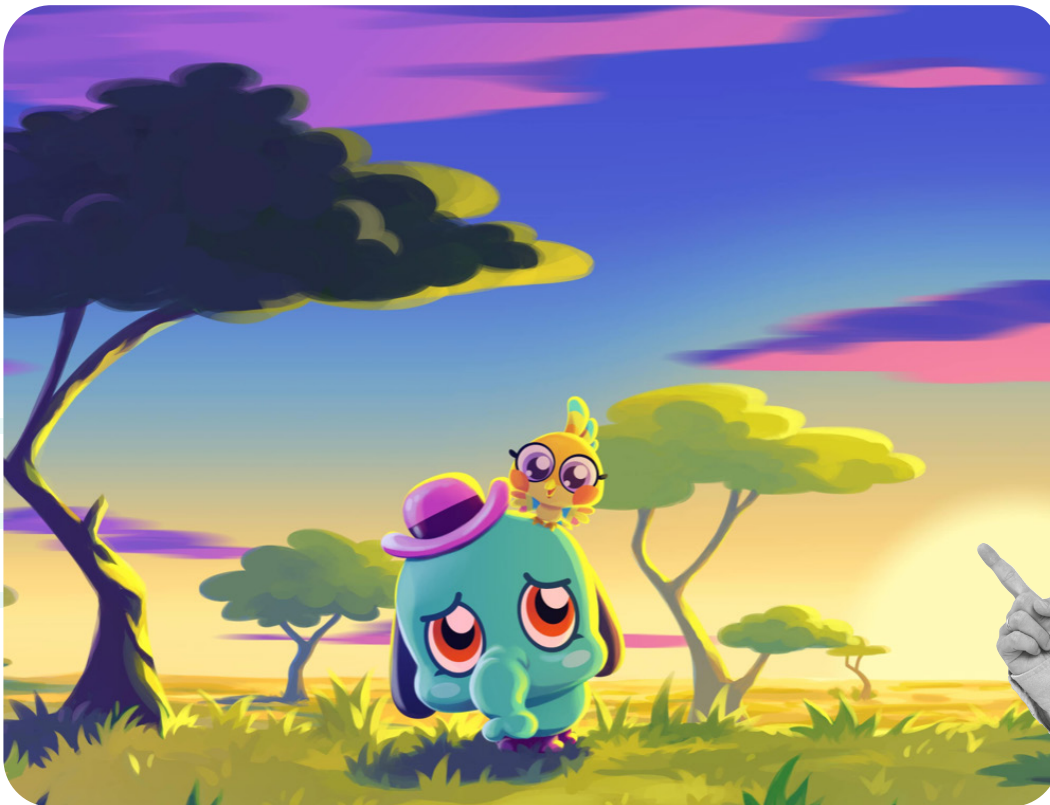
To get children to think as coders and design an algorithm to help a friend.

Essential Questions:

How can I help others when they are sad?
Can I create an algorithm?

I Can:

I can write an algorithm to help a friend who feels sad.



Mindful Teaching Tips

Be ready with a list of common routines for the children in your classroom who need support in getting started.

Teaching Transcript

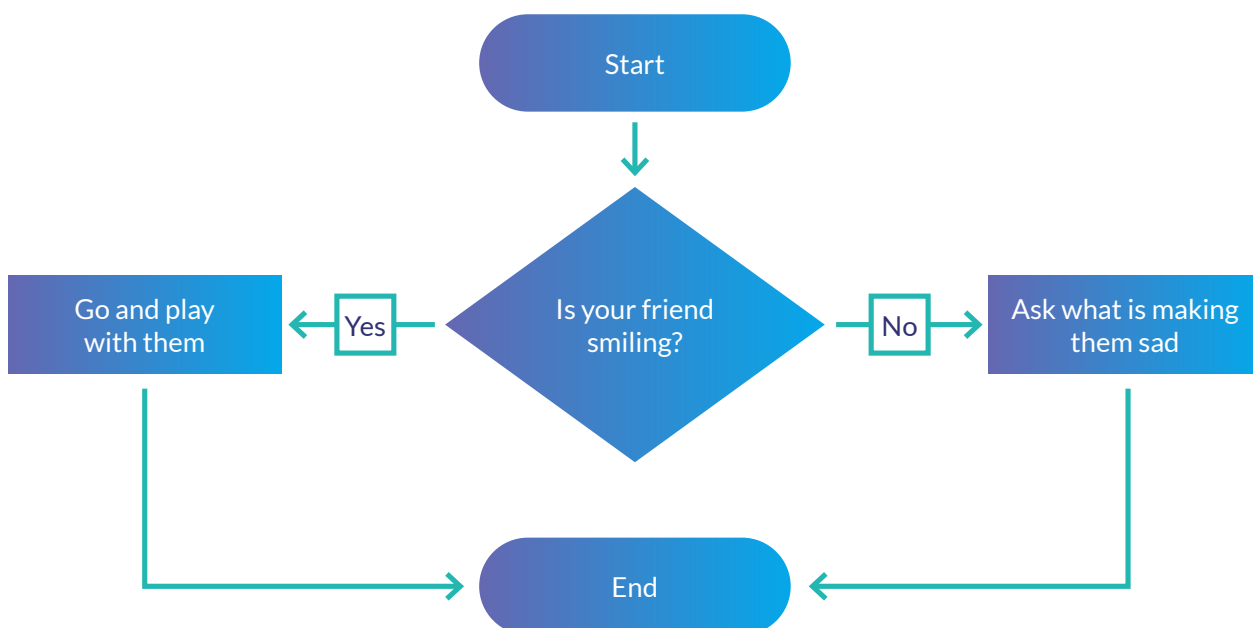
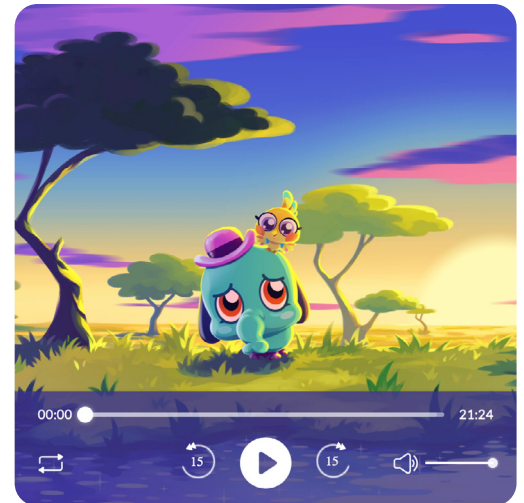
Ask children what an algorithm is? Explain that an algorithm is a list of instructions, or rules, that make something happen or work something out.

Discuss with children where we might see algorithms with what we do in class? Class rules, story plans etc.

Explain that computers can not think for themselves and will only ever follow an algorithm someone has coded.

Have a listen to the story, Ava and The Woeful Welliphant. After, ask the children for ideas for what you can do when you see a friend feeling sad. Create a list as a class.

Challenge the children to create an algorithm for how to help a friend when they feel sad.



Home Time Activity

Ask the children to create an algorithm for how to get a good night's sleep.

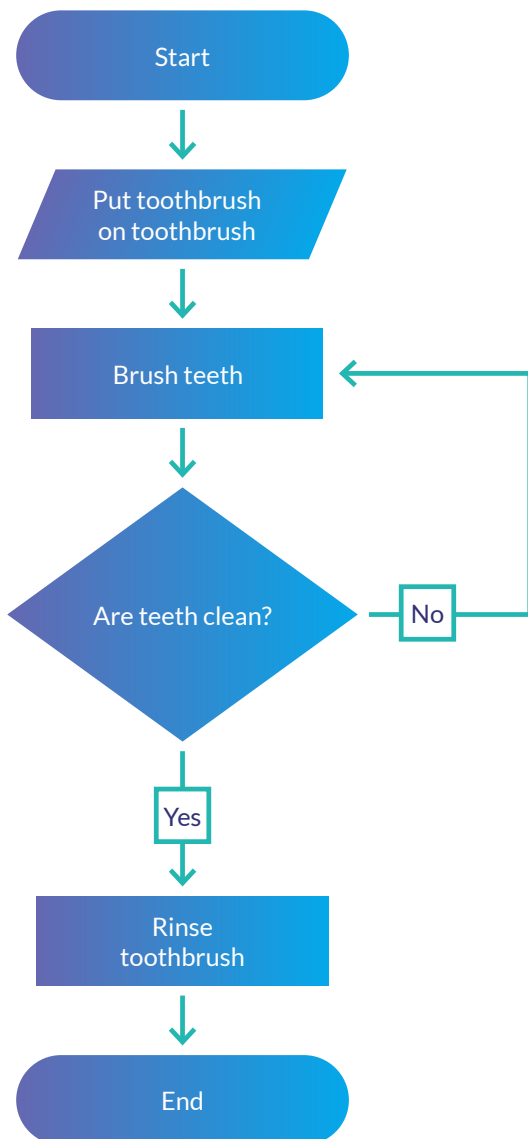
Weekly Theme Card

Are there any other friendship algorithms we can make?

Will an algorithm also work the same way with different people? Why?

As a class, have a go at writing an algorithm for **how to brush our teeth**, see picture below.

Emphasise that algorithms need to be clear and precise.



Flowchart symbols



Start & End



Input or Output



Process or action to be carried out



Decision



Direction of flow