

## COMPUTING · GRADES 1–2

# Algorithms — Vocabulary Mat

Words for thinking like a computer

## Key terms

1

**Algorithm**

A clear, step-by-step set of instructions to do something.

*Example: A recipe for a cake.*

2

**Sequence**

Putting steps in the right order.

*Example: Get dressed: socks before shoes!*

3

**Loop**

Repeating a step or group of steps.

*Example: Walk up stairs: repeat 'lift left foot, lift right foot'.*

4

**Debug**

Find and fix a mistake in instructions.

*Example: Spotting that 'pour milk' came before 'get the cup'.*

5

**Input**

What you put in.

*Example: Pressing a button on a microwave.*

6

**Output**

What comes out.

*Example: The microwave heats the food.*



7

**Program**

A set of instructions a computer can run.

*Example: A Scratch project.*

8

**Bug**

An error in a program.

*Example: The sprite moves the wrong way.*

