

Kit's Coding Adventure: Sequencing Instructions

Learning objective: To understand that a computer program is a sequence of instructions (an algorithm) and that order is important.

Kit the fox needs to get to his den. Look at the grid below. You must put the steps in the right order. Write the numbers 1, 2, 3, and 4 in the boxes to show the path Kit takes. Start at the 'Start' square and end at the 'Den' square.

Word bank: Algorithm · Sequence · Instruction · Code · Program

1. [] Move forward 2 squares. [] Turn right. [] Move forward 1 square. [] Stop at the den. (4 marks)

2. If we swap the order of the instructions, will Kit still reach his den? Explain why. (2 marks)

3. What do we call a set of instructions put in the correct order for a computer? (1 mark)

4. Write one more instruction to help Kit enter his den once he arrives. (1 mark)

Draw: Draw a simple 3x3 square grid. In the bottom left square, draw Kit the fox. In the top right square, draw a cosy den. Draw an arrow showing the path Kit takes to get from the fox to the den.



Extension challenge: Can you create a different path for Kit to reach his den using at least 5 steps? Write your steps down as a list.