Kit’s Clever Coding Planner

Learning objective: I can design a sequence of instructions (an algorithm) to solve a simple problem.

About 15 minutes. Grown-up tip: Ask your child to explain their steps out loud to see if the logic flows correctly.

Kit the fox needs your help to write a programme! An algorithm is a set of steps to complete a task. Think of it like a recipe. Example: To make a sandwich, my steps are: 1. Get bread. 2. Spread butter. 3. Add cheese. 4. Put bread together. Now, choose a task like 'brushing your teeth' or 'making a cup of tea' and write your steps clearly.

Word bank: Algorithm · Sequence · Input · Output · Debug · Command · Loop

1. What is the goal of your programme? Write the name of the task you want to teach. (1 mark)

2. List your steps in the correct order. Use numbers to show the sequence. (3 marks)

3. Look at your steps. What would happen if you swapped step 1 and step 2? Would the task work? (2 marks)

4. Sometimes a step goes wrong. What is the word we use for fixing a mistake in our code? (1 mark)

5. Can you spot a part of your task that repeats? Write the repeated step here. (2 marks)

Extension challenge: Try to write a 'loop' for your task. Instead of writing 'step left, step left, step left', can you write 'repeat step left 3 times'?



I did it! Name: _____ Date: _____

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