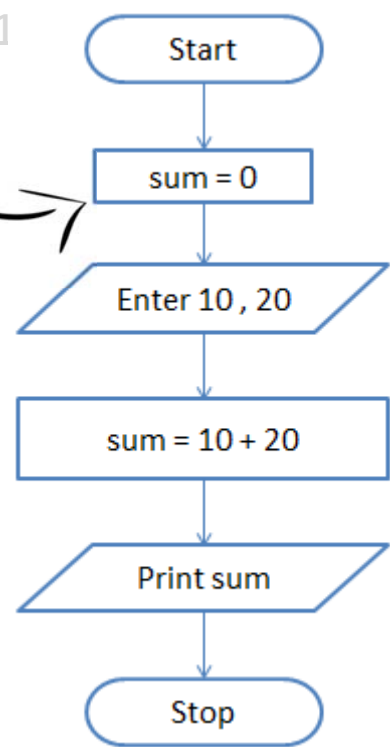
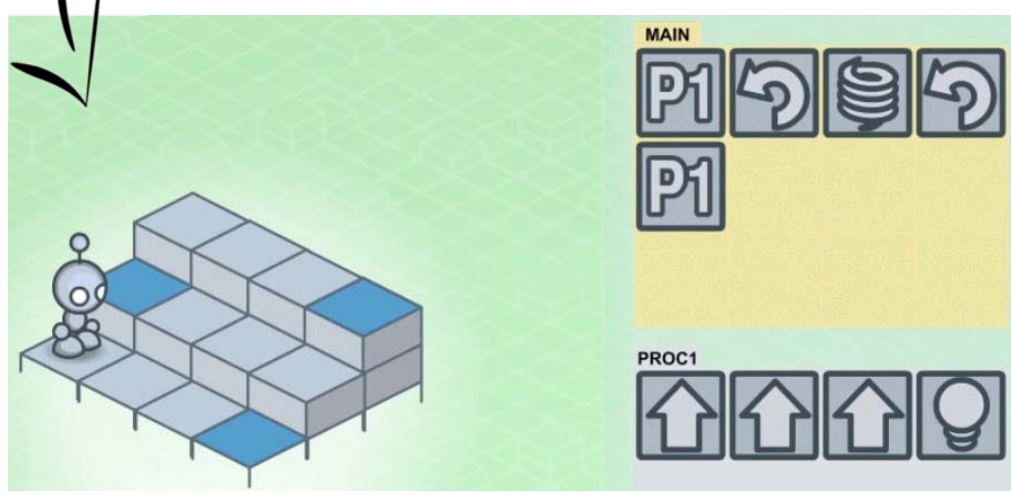
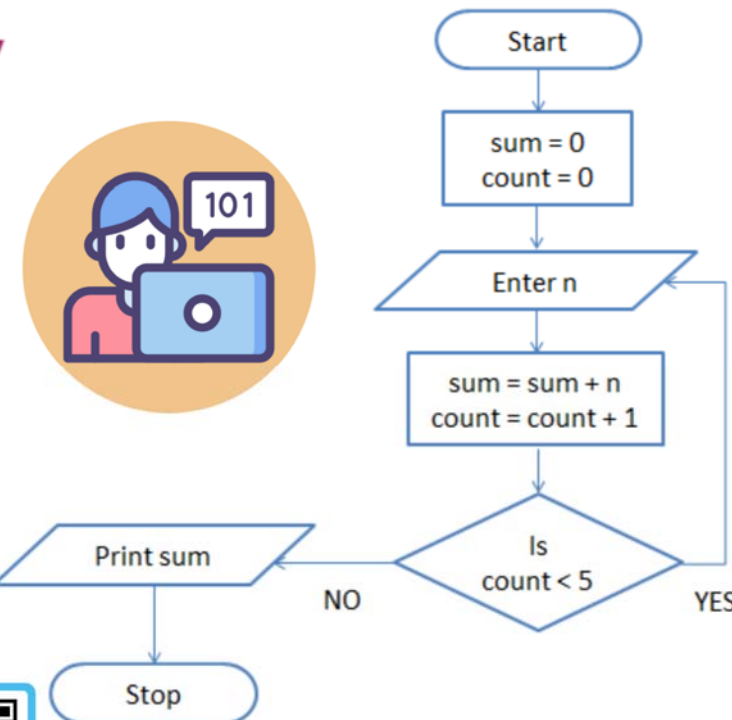
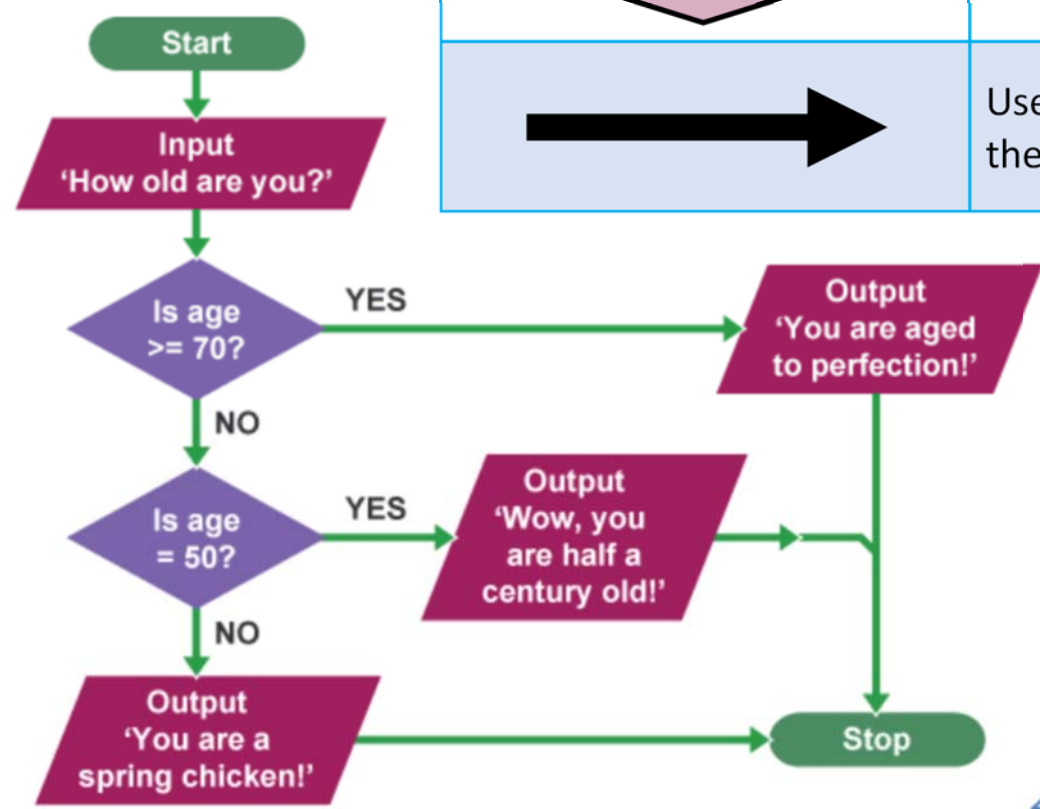


Key Vocabulary	
Algorithm	A set of rules or instructions to be followed.
Flowchart	A graphical way of showing an algorithm.
Mimic	In Flowol, a simulation of a real world environment.
Selection	Deciding what code to run based on a decision or answer to a question. E.g. an IF statement.
Sequence	A set of instructions that are completed in the exact order that they are written.
Iteration	Where a set of instructions is repeated . E.g. a WHILE loop, FOR loop and REPEAT UNTIL loop.
Instruction / Statement	A command that the programmer gives to the computer.
Input	Data that is given to the computer or program to then use.
Output	Information that is provided by the computer or program.
Procedure	A group of instructions grouped together that can be used by the main program.
Variable	A name given to a value in a program that can change when the program is running.



Flowchart Symbols	
	Used at the start and end of a flowchart.
	Controls all the inputs and outputs.
	General instructions and calculations carried out by the computer.
	Where a question/decision is asked. Must have a 'Yes' and 'No' output.
	Used to connect flowchart symbols to show the direction of flow in the program.



Key Objectives	
Identify and describe the use of the 5 flowchart symbols.	
Follow and draw a simple flowchart involving a decision.	
Follow and draw a flowchart involving a loop.	
Follow a written algorithm, arriving at the correct result.	

