

# Sequence of Instructions

## Introduction

You will aim to learn the following objectives and keywords during this lesson.

<b>Learning Objective</b>	<ul style="list-style-type: none"><li>• To identify how sequence is used in a program</li><li>• To discuss the importance of the sequence of instructions in a program</li><li>• To create a program with a sequence</li></ul>
<b>Keywords</b>	<ul style="list-style-type: none"><li>• Sequence</li><li>• Instruction</li></ul>

## Setting the Scene

### “Do you follow instructions?”

A sequence of instructions is the order that it must be completed.

Concept	How it is used
An algorithm is step by step <b><i>instructions</i></b> . The order these steps are in is the <b><i>sequence</i></b> .	When you create the code in your program using the blocks available, you are creating a sequence of instructions that the program follows.

*Can you think of a time where you had to follow a set of instructions?*

## Scenario

First let us look at what a sequence is.

Scenario 1	Scenario 2
You are learning to spell a new word and think about the letters used within that word. The letters must be in the right sequence to spell the word.	A dance routine is designed to go with the rhythm of the music if the steps are not in the right sequence they will not fit with the rhythm.


## Activity

Can you put the words in the correct sequence to spell a word?




Scrambled word	Unscrambled word
t c a	
i s t	
m e o s	
o o r d	

## Activity 2



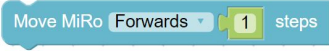


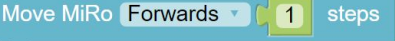

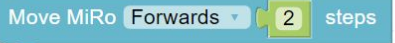
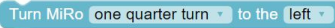


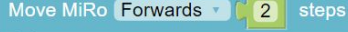

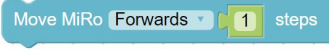


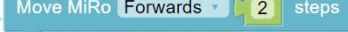

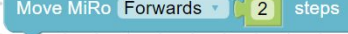
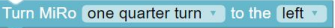


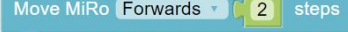


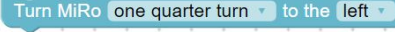
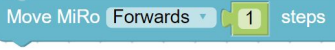



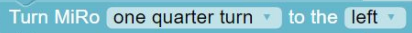
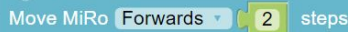
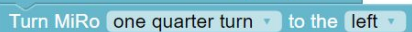
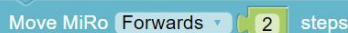
MiRo program predictions

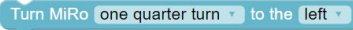





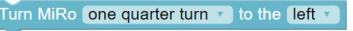


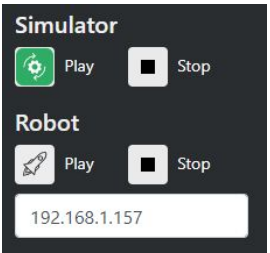
Program	What do you think will happen?	Were you right?
		

## Summary Self-Assessment

Question	Got it	Got it with help	Unsure
Can you identify how sequence is used in a program?	<input type="checkbox"/> 	<input type="checkbox"/> 	<input type="checkbox"/> 
Can you discuss the importance of the sequence of instructions in a program?	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>	<input type="checkbox"/> <input type="checkbox"/>
Can you create a program with a sequence?			

## Step-by-Step - Create the program to run and see if your predictions were correct

Step				
1	Add 1 x <b>Program Start</b>			
2	Add 1 x <b>Move MiRo [forwards] [1] steps</b>			 
3	Set to <b>2</b> steps			 
4	Add 1 x <b>Turn MiRo [one quarter turn] to the [left]</b>			  
5	Add 1 x <b>Move MiRo [forwards] [1] steps</b>  Set to <b>2</b> steps			   
6	Add 1 x <b>Turn MiRo [one quarter turn] to the [left]</b>			    
7	Add 1 x <b>Move MiRo [forwards] [1] steps</b>  Set to <b>2</b> steps			     

8	<p>Add 1 x <b>Turn MiRo [one quarter turn] to the [left]</b></p>			
9	<p>Add 1 x <b>Move MiRo [forwards] [1] steps</b></p> <p><b>Set to 2 steps</b></p>			
10	<p>Add 1 x <b>Turn MiRo [one quarter turn] to the [left]</b></p>			
11	<p>Click <b>Simulator Play</b> or <b>Robot Play</b></p>			

### Challenge

Were your predictions correct?  
 Can you change the direction of the movement?  
 Can you change the size of the shape drawn?