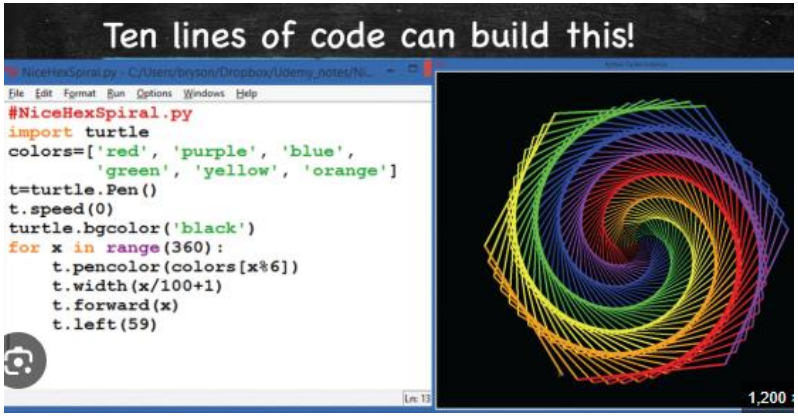
Foxford Learning Plan

Year 7

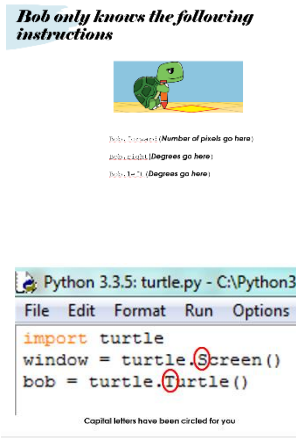
Python Turtle

Key Vocabulary

Algorithm	An algorithm is a finite sequence of instructions in order to solve a problem.
Sequence	Follow a specific order, one after another
Selection	Choose from one thing or another – usually yes or no response
Iteration	Do something until a condition is met
Variable	A store for information EG, Name
Syntax	The punctuation for code – it won't work and doesn't make sense if you get it wrong
Logic error	When your code contains an error in its logic
Syntax error	When your code contains an error in the syntax



Key Skills	Over the course of the topic, I will be able to: -
	Explain what is an algorithm
	Apply sequence when appropriate
	Apply selection when appropriate
	Apply iteration when appropriate
	Make variables
	Problem solve on syntax errors
	Problem solve on logic errors
	Import modules to use in turtle
	Be able to code basic programming files to draw and colour shapes using the basic constructs of programming.



I will Understand

1. What is an algorithm
2. How to draw basic shapes and follow a sequence
3. How to define and use variables
4. How to define and use a subroutine
5. How to import external re-useable modules
6. How to combine elements and the programming constructs to design an efficient program