



Y6 to Y7 Transition Work - Computing

Algorithms and Flowcharts

An algorithm is a sequence of instructions or a set of rules that are followed to complete a task. Computers can't think for themselves so instead they follow algorithms. Algorithms can be about anything, as long as you can give clear instructions.

Task 1: Write an algorithm using precise, step-by-step instructions detailing how to make a cup of tea. The first line has been done for you.

1) Take a mug out of the cupboard.

2) _____

3) _____

4) _____

5) _____

6) _____

7) _____

8) _____

9) _____

10) _____

11) _____

12) _____

13) _____

14) _____

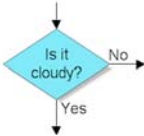
15) _____



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Algorithms and Flowcharts Part 2

Flowcharts are diagrams that are used to represent algorithms. There are different symbols to represent different types of instructions.

Start/Stop – This is used to start and end an algorithm.	
Process – A command. For example, stir.	
Input/Output – This is used if something is going in or out of the algorithm. For example, add milk.	
Decision – This can be used to check if a condition is met. For example, do you want sugar?	

Task 2: Try to draw a flowchart of your tea algorithm using the symbols above.

