

Modelling

Learning

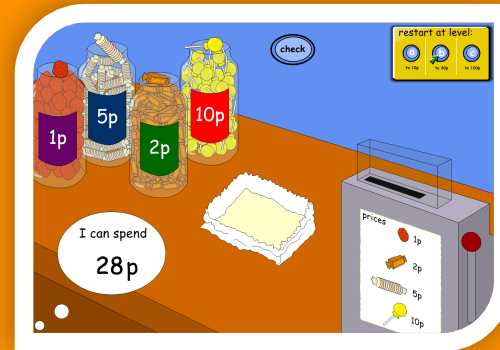
- ☞ To understand that computers can show real events and things
- ☞ To use a mouse to move things accurately on-screen
- ☞ To understand that computers can be used to make choices
- ☞ To understand that a computer can be used to model an environment where choices can be made
- ☞ To understand that a computer model is not an exact replica of real-life environments and/or scenarios
- ☞ To create a representation of a real or fantasy game or story

Key Vocabulary

model	A representation of a real or imaginary situation
algorithm	A set of steps to finish a task
instruction	How something should be done
choice	Deciding what to do between a number of possibilities

Modelling

Examples



Key Questions

What does a computer model do?



Copies real or pretend situations and lets you make choices which changes what happens