**Session 3 Introduction to Pseudocode**

Session 3 introduces the use of commands to make an algorithm or sequence of instructions to solve a problem. In this case the aim is to move a minion around a grid to collect fruit. The later tasks build on the earlier ones.

Before you begin, download and print ***Session3 printable\_instruction\_cards***. Cut out the cards. They will be needed for step 3. Your answers for the session will be written up in the workbook, ***Session3\_workbook***.

1. Open ***Session3\_slides*** and read the statement on slide 2 before moving on to the questions on slide 3. Consider your answers for them.
2. Work through slides 5 to 8 following the steps to move the minion around the grid. Check that the instructions given to the minion make sense and send the minion to the right place. Once finished go to slide 10 and read the information about what you have done and an explanation of what an algorithm and pseudocode are.
3. Now that you have had a look at how instructions are used, work through Task 1 on slide 12. This task will require you use the instruction cards you have previously printed out and cut up. Use the instruction cards to create the correct sequence needed to draw a square. Once you are satisfied it will work,write your answer in your workbook.
4. Carry on reading the slides up to slide 15 and complete Task 2. Here you need to move the minion around the grid to each banana. When he is on a banana square you will need to include a command to pick the banana up. When you have the sequence worked out. Write up your answer in your workbook. Check your answer against the solution on slide 16.
5. Read the information about questions and conditions on slide 17 and then complete Task 3 on slide 18 where you are required to check if the fruit is a banana or not. Once complete write your answer in the workbook.

**Extension:** You can find a more challenging task in the extension task document, ***Session3\_extension task***. Here you are asked to add further steps and questions into your algorithm.

**Other information** If you are struggling to write the pseudocode instructions use the help document as a starting point: ***Session03\_pseudocode\_Help***