

Using a flow chart to help you write clear instructions

```

    graph LR
      Start([ ]) --> Decision{ }
      Decision --> Process[ ]
      Decision --> Output([ ])
      Process --> End([Click to begin])
      Output --> End
  
```

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A flow chart is like a computer program:

- It is a set of instructions that you follow in order.
- It has an input (the thing you start with).
- It has an output (the final result).
- It has variables which change the output.
- It has a syntax – the arrows and the shapes used in each part are the language of the flow chart.

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Here is a flow chart for waking up

The syntax of a flow chart:

- Lozenge = start and end
- Arrow = flow in this direction
- Rectangle = process or event
- Diamond = decision
- D-shape = delay or wait

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This flow chart helps you to work out if a number is in the x9 table.

Did you notice the parallel box?

This shape asks for information, or data (the variable) from the person using the program or flow chart.

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Try your own flow charts

- Can you create a flow chart computer program for:
 - Brushing your teeth
 - Checking if a number is in x2 x3 x4 x5 x10 tables
 - Making a toaster work
 - Feeding a pet
 - Finding a program on a computer or tablet
 - Making a phone call
 - Using a remote control on your TV
 - Recording a programme on TV
 - Washing a car or using a car wash
 - Choosing what to wear
 - Cleaning your bedroom

Remember a successful flow chart:

- Uses correct syntax
- Is easy to use
- Can cope with different possibilities (variables)
- Has been tested for bugs!
- Has an outcome (output).

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