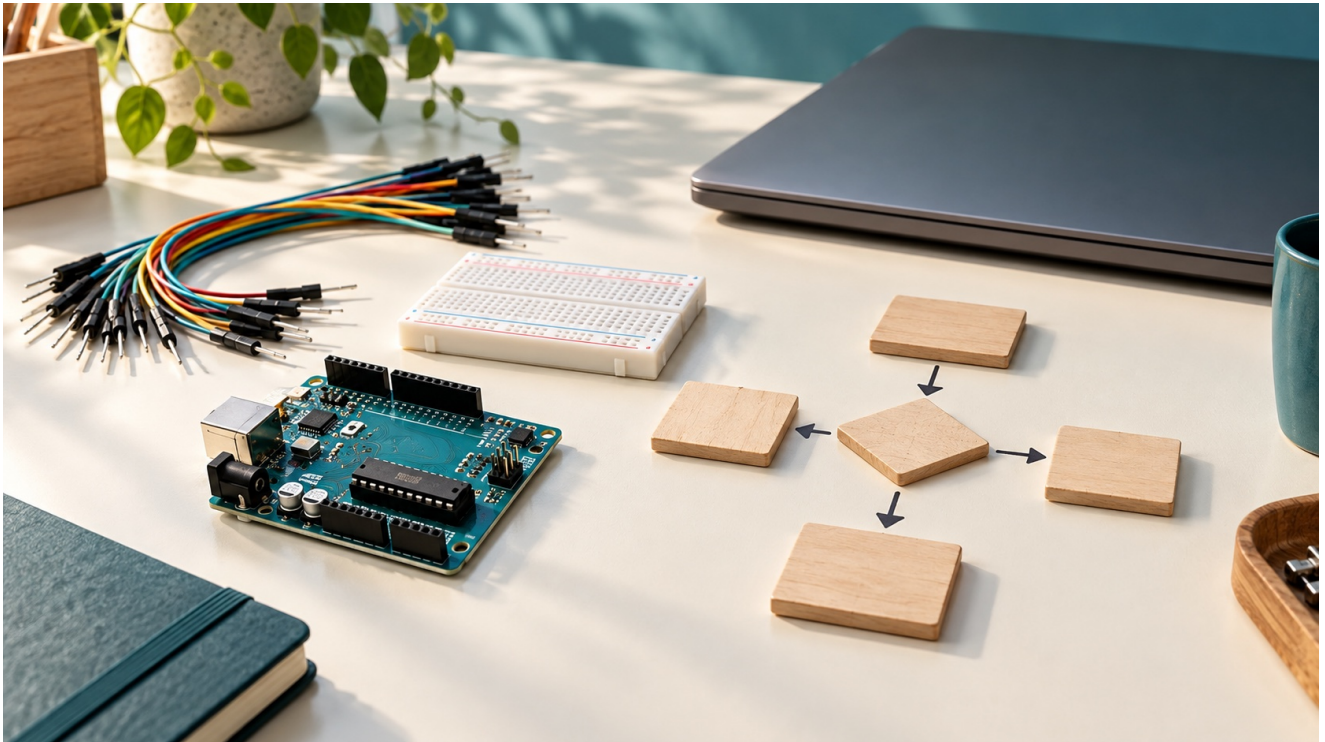


Instructions that really work

Write an algorithm with unambiguous steps and test an edge case.



A microcontroller, breadboard and coloured wires beside wooden tiles and a closed laptop. · AI-generated illustration

An algorithm describes a sequence of steps for solving a problem. Unclear instructions can produce different results. A good test also considers empty input or a task that is already complete.

Now try it

1. Write instructions for sorting coloured cards by colour. Avoid vague words such as “appropriate”.
2. Ask another person to follow the instructions. Then test what happens when there are no cards.

Fictional demo material. Adapt to the learners and the school’s teaching before use.

computing · v1 · Prepared demo translation

Your notes and findings

Think it through

Why is empty input a useful test?

See a suggested answer

It shows whether the instructions end sensibly without elements and avoid requesting a card that does not exist.

Fictional demo material. Adapt to the learners and the school's teaching before use.