Experience and Outcomes	Resources
I can explore and comment on processes in the world around me making use of core computational thinking concepts and can organise information in a logical way **TCH 1-13a** Learning Outcome Pupils will be able to make decisions based on logical thinking including YES NO answers to a set of questions.	- Outdoor space with trees - Example of a simple spotter guide such as the RSPB Tracks and Signs - Copies of the FSC Tree Name Trail (can be bought from https://www.field-studies-council.org/shop/publications/tree-name-trail/)

Activity **Think Like a Computer - Use a Binary (Yes/No) Key and Identify Tree Species**	Assessment
1. Begin with an exploratory walk of the school grounds. 2. Find the trees and ask pupils if they can name them. 3. Explain that identification guides or 'keys' are often used by scientists to help them identify living things including trees. 4. Pupils are shown the simple RSPB Tracks and Signs Guide and are asked to describe how they would use it – a case of matching what they find to the picture on the guide. 5. Show the FSC Tree Name Trail and explain that this is another form of identification guide. It is a 'binary' or 'Yes/No' key which asks you a series of questions which can be answered only with 'Yes' or 'No'. 6. Highlight the Start Here box on the key and the need to follow the arrows according to their Yes/No answers. Pupils use the key to ID trees. **Extension** Pupils create their own binary key to help sort litter for recycling?	Teacher Assessment of pupil use binary key – are pupils making decision based on the Yes/No answers?