

Introduction to computing and algorithmic thinking...

Psychology as a Science: Practical 2

Plan for today

- Short Q&A

Getting set up

- Installing all the software we'll need

Algorithmic thinking

- Practical Task on algorithmic thinking

Practical task

Computers are **dumb** but people are **smart**

- This means that we need to be **super explicit** when we give instructions to computers
- Things that might seem easy **need** to be broken down into **simple steps**

We don't usually do this when we give instructions to **other people** because **people** have common sense, they can understand context, they can *infer* things when information/instructions are missing

In today's practical task we're going to see how this works, so we can

1. Understand the nature of the problem itself
2. Get practice solving it!

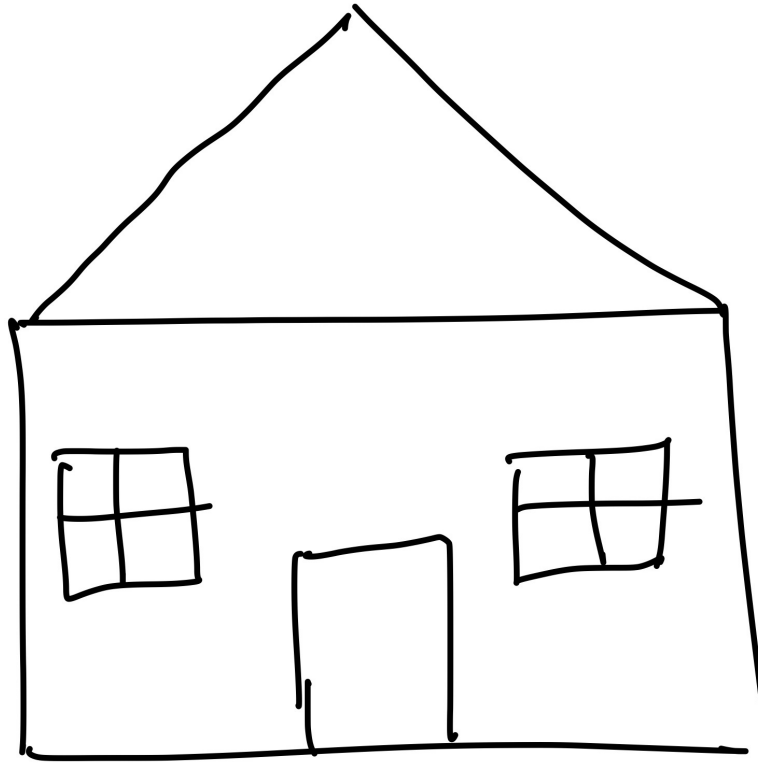
Practical task instructions

For the practical task we're going to split into **groups of 5**

1. In the groups you'll come up with set of instructions for drawing a specific picture (I'll tell you what the picture will be in a second)
2. Once you've come up with the instructions then one of the tutors will follow those instructions and will hopefully produce the desired picture!

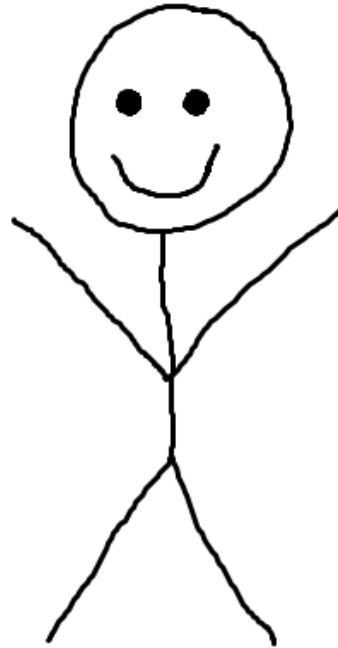
The task

The task will be to draw a simple house... something along the lines of this:



The task 2.0

This time, the task will be to draw this stickman:



Keep in mind how clear & specific you need to be from the last task!

Attendance

Attendance pin:

Go to www.sussex.ac.uk/mobile OR use the SussexMobile app to input the pin

Tasks for next week

- Take the practice quiz on [Canvas](#). This is based on the content of tutorial 1
- Complete the second PAAS tutorial on [Canvas](#). This will form the basis of Quiz 2, which you'll do next week