

**Section A: Algorithms & Debugging**

1. Finding and fixing errors (bugs) in a program
2. The missing step is putting jam on the bread before eating it
3. Because each step often depends on the one before it, so a wrong order can lead to a wrong or broken result
4. Because it lets you check the algorithm actually works correctly before relying on it
5. Accept any reasonable example, e.g. forgetting a step, like putting toothpaste on the brush before brushing

Section B: Sequences & Loops

1. Accept a clear algorithm using a loop concept, e.g. "repeat: brush one tooth, move to next tooth, until all teeth are done"
2. Because it avoids writing the same instruction repeatedly, making the code shorter and easier to manage
3. 5 claps
4. A sequence is a set of instructions in order; a loop repeats part of that sequence multiple times
5. To repeatedly display the same shape without writing the same drawing instruction many times