

Year 1 Spring 2 Computing – Programming Toys (Bee Bots)



Big Question

Can I train a pet Bee-bot?

Key Vocabulary for the unit:

Algorithm: A clear set of instructions to carry out a task.

BeeBot: A small programmable floor robot with seven buttons.

Computer Program: A series of instruction that are written for a computer to follow. Also known as apps.

Computing Code: Words, numbers and symbols that make a computer language.

Instructions: A list of commands and directions on how to do something.

Directions: The way you want something to move (forwards, backwards, right or left, clockwise, anti-clockwise)

Debug: Take out any mistakes in code.

Device: The electronic device you program, such as a Bee-bot.

Powerful knowledge/skills for this unit:

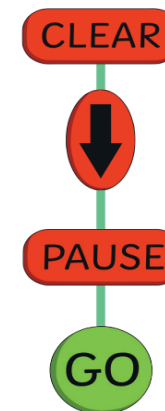
- ◆ To understand the basic functions of a virtual Bee-Bot.
- ◆ To know that you can use a camera/tablet to make simple videos.
- ◆ To know that algorithms move a virtual Bee-Bot accurately to a chosen destination.

What I should already know from EYFS:

- ◆ To know that you can programme a Bee Bot with simple commands.
- ◆ To understand that debugging means how to fix some simple programming errors.
- ◆ To understand that an algorithm is a set of clear and precise instructions.

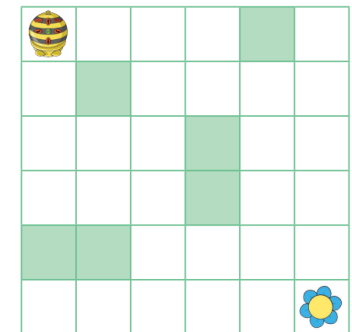
Useful diagrams for the unit:

algorithm



Instructions

Get the Bee-Bot to the flower.



Bee-Bot

