Y1 Computing N2K
Programming A - Moving A Robot
Autumn 1

Concepts

Computer Science

Understand what algorithms are, how they are implemented as programmes on digital devices and that programmes execute by following precise instructions. Design, write and debug programmes to accomplish specific goals.

Digital Literacy

Recognise common uses of information technology beyond school. Use technology safely, respectfully and responsibly.

Key Skills

- Match a command to an outcome.
- Compare forwards and backwards movements.
- Sequence involving forwards and backwards commands.
- Start a sequence from the same place.
- Predict the outcome of a sequence involving up to four commands.

Try **Rodocodo** to practise using sequencing and rotation to program the cat to the finish line!

SCAN ME

Enquiry Questions

What will a command do?

How can I combine commands to make a sequence?

How do I plan a program?

What is an algorithm?

Key Vocabulary

Bee-Bot – A Bee-Bot is a robot we can program to move forwards, backwards and turn.

commands – These are the things we can program a robot to do.

instructions – Lots of commands that happen one after the other make a set of instructions.

route – A route is a planned journey that we want a Bee-Bot to follow.

algorithm – A list of rules to follow in or to complete a task or solve a problem. They must be listed in the correct order!

program – To give a computer a set of instructions to complete a task.