

Computing Knowledge Organiser

Year 1 Summer 1: Moving a robot



What we already know: YEAR R (Summer 1)

- A beebot can move along the ground
- We can press buttons to make the beebot move

Key Vocabulary:

Beebot	Turn
Switch	Direction
Command/Instruction	Forwards
Left	Backwards
Right	
Position	
Program (<i>a set of instructions</i>)	
Algorithm (<i>a step-by-step procedure</i>)	
Debug (<i>identify & remove errors</i>)	

What we are going to learn:

- Beebots follow clear instructions.
- Beebots follow a path if we program them to.
- If my beebot doesn't do what I expect it to, I can debug to make it right.
- There is more than one way to solve a problem.

What we are going to learn next time: YEAR 1 SUMMER 2 – PROGRAMMING ANIMATIONS

- There are similarities and differences between Beebots and Scratch Jr
- Commands can be joined together to make a sprite move.
- An algorithm is a set of instructions which can be turned into code.
- We can test programs to find mistakes.