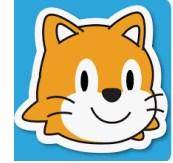


Computing Knowledge Organiser

Year 1 Summer 2: Programming animations



What we already know: YEAR 1 (Summer 1)

- Beebots can only follow clear instructions.
- Beebots can 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.

Key Vocabulary:

Sprite	Turn
Sequence	Direction
Command/Instruction	Forwards
Left	Backwards
Right	Animation
Position	Code
Program (<i>a set of instructions</i>)	Grow/shrink
Algorithm (<i>a step-by-step procedure</i>)	
Debug (<i>identify & remove errors</i>)	

What we are going to learn:

- 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.

What we are going to learn next time: YEAR 2 SUMMER 1 – ROBOT ALGORITHMS

- Robots have a computer inside.
- Robots do what we want because they follow instructions.
- The order of my instructions changes how the beebot moves.
- Programmers use artwork as well as code in their designs.