# 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 *(a set of instructions)* | Grow/shrink |

Algorithm *(a step-by-step procedure)*

Debug *(identify & remove errors)*

**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.