

# Computing Knowledge Organiser

## Year 2 Summer 1: Robot algorithms



### What we already know: YEAR 1 PROGRAMMING ANIMATIONS (Summer 2)

- 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.

### Key Vocabulary:

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

### What we are going to learn:

- 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.

### What we are going to learn next time: YEAR 2 SUMMER 2 – PROGRAMMING QUIZZES

- When you follow a set of instructions, there is an outcome.
- Technology can be used to create and organise information.
- We can use Scratch Jr to create quizzes as well as animations.
- We can use sound, movement, text and artwork to make a program appeal to others.