



Computing

Year 1 Computing - Programming



Computing

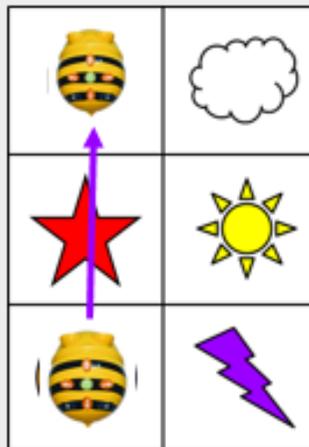
Beebots

Moving a Robot

Vocabulary	Definition
Digital Device	An object created for a purpose eg (Beebot, Laptop)
Command	An instruction
Sequence	In order to achieve a task
Debug	To fix an error (problem)
Algorithm	A set of clear instructions
Predict	To have a logical guess
Program	Instructions for a computer to follow

I can **plan** and **predict** a robot's moves.
I can follow and give **instructions**

Start and Finish



This **algorithm** will move the Beebot 2 squares forward.

Icon

What does it do?



Forwards and **backwards** moves



Left and **right** turns



Clears the robot's memory so it forgets old instructions



Makes the robot **start** the **program**



This will make the robot **pause**



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ScratchJr app

Introduction to Animation

Vocabulary

Definition

Digital Device

An object created for a purpose eg (Beebot, Laptop)

Command

An instruction

Sequence

In order to achieve a task

Debug

To fix an error (problem)

Algorithm

A set of clear instructions

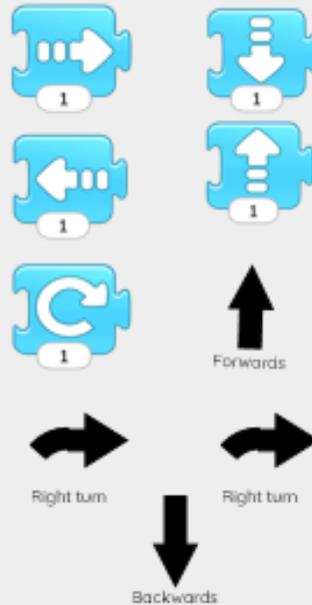
Predict

To have a logical guess

Program

Instructions for a computer to follow

I can choose **commands**
I can put them together and run a **program**



Predict and check
Follow the commands
Test your prediction

