Computing

Cremyll Spring 1 2024

Programming

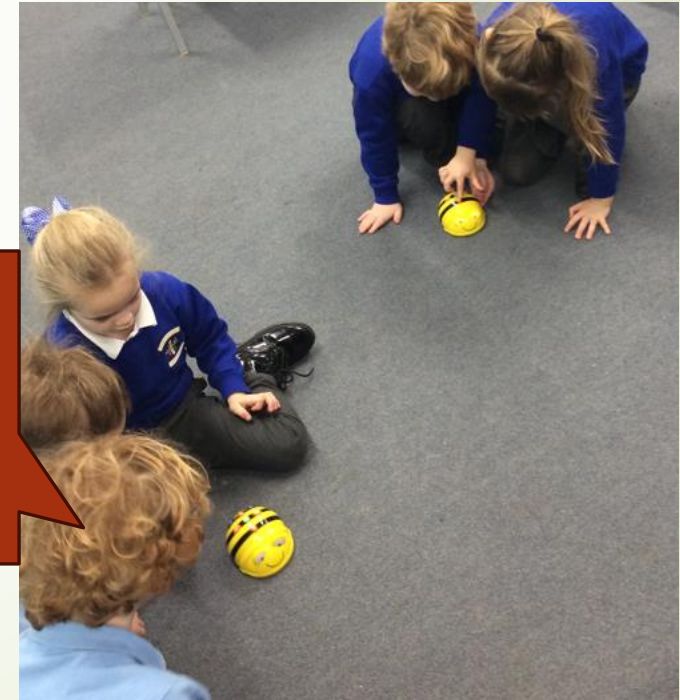# I understand what the buttons are on a BeeBot

We looked at how we move and that we move in different directions. We then looked the symbols of the buttons and a BeeBot and explored what they do

Robots are technology and some have switches

A robot is something that listens to you

Lesson 1: Buttons

We have to give it commands on its directional pad
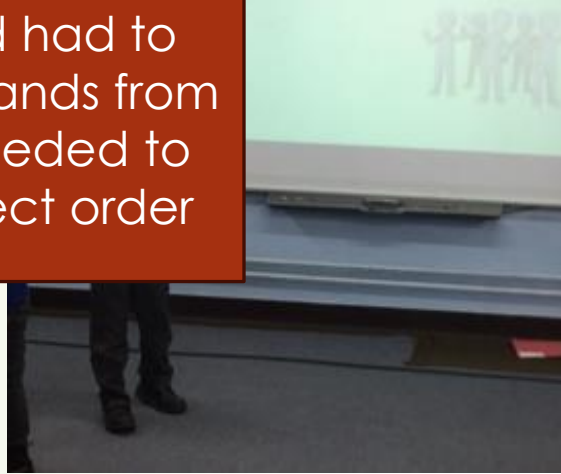
It has buttons and a controller

I know there are different directions

We were robots and had to follow specific commands from our partners, they needed to say them in the correct order

On the BeeBots you have to press where you want it to go and then the go button

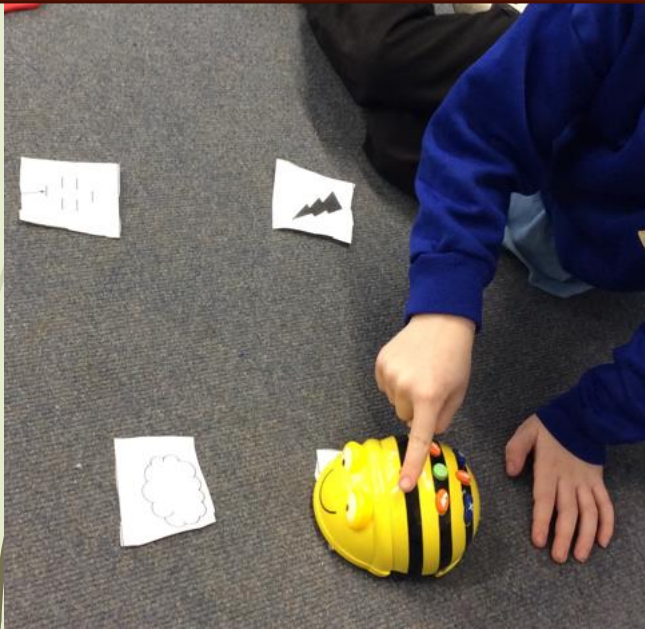Directions are left, right, forward and backwards

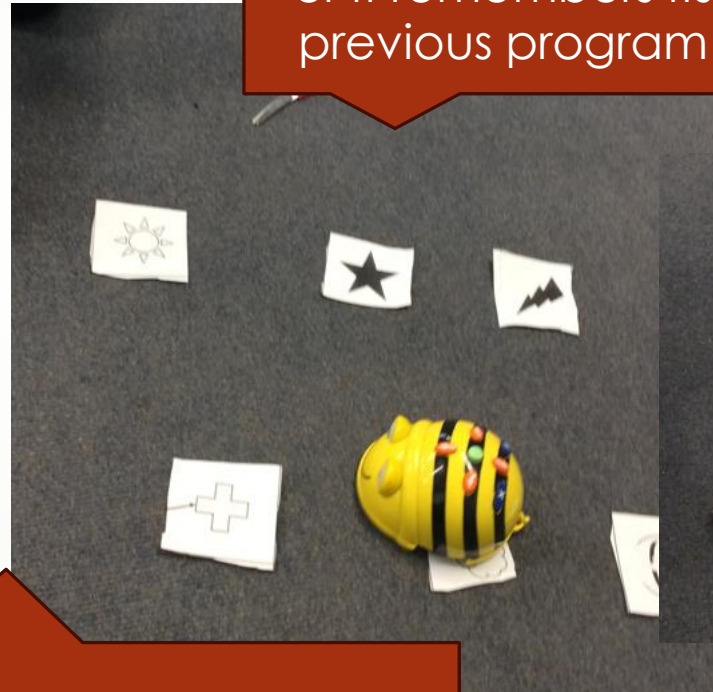We had to use anti clockwise and clockwise to turn
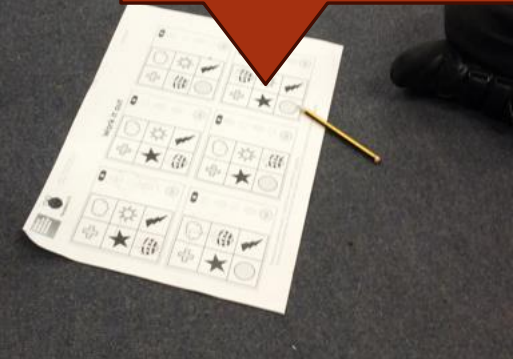
I can plot a route

We had to challenge ourselves and get our BeeBots on a set route to it's destination

We must remember to debug at the end or it remembers its previous program

We tried starting and ending in different places, when turning though we needed to remember tyo press forward so it turned in the direction and moved forward

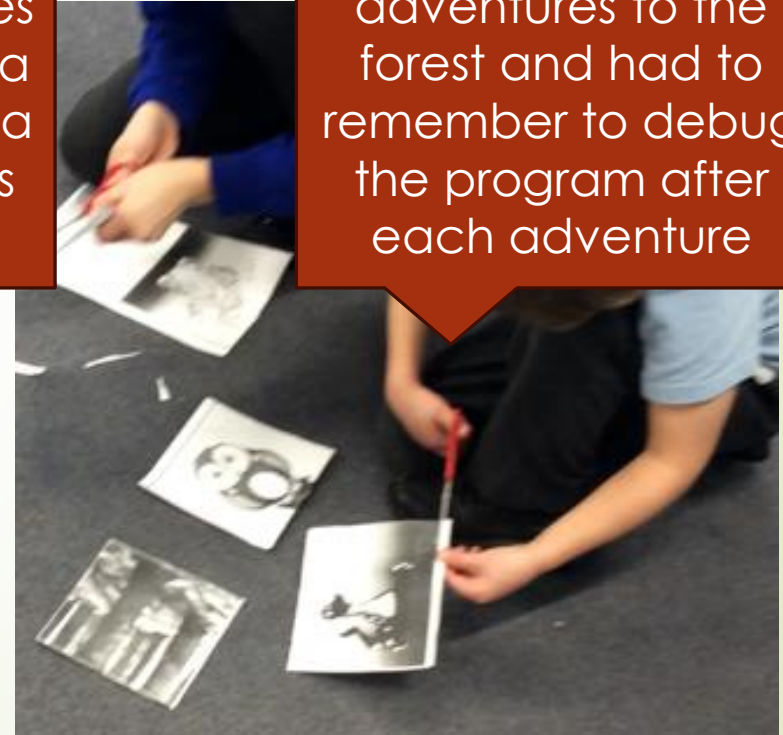There are many possible routes to get to the end

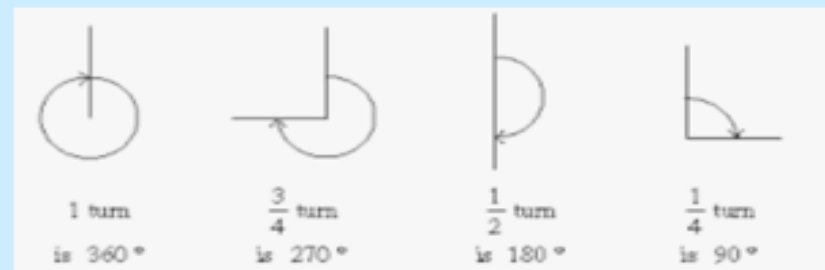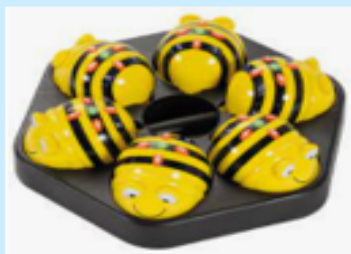# I can create a story for my BeeBot to follow

My BeeBot travelled from the forest where he met an owl and took him to his castle

We had story images and had to create a map and make up a story of our BeeBots journey

I made my BeeBot go on lots of adventures to the forest and had to remember to debug the program after each adventure

1 turn	$\frac{3}{4}$ turn	$\frac{1}{2}$ turn	$\frac{1}{4}$ turn
is 360°	is 270°	is 180°	is 90°

Our Endpoint

To accurately plan and program a BeeBot to a destination.

What we already know:

We have explored BeeBots in our continuous provision.

We have written instructions in our English lessons.

Forever Facts

I know that instructions sometimes need to be in a specific order to be effective.

Personal Development

Know the importance of producing instructions in the correct order. Working alongside others. Jobs this is link to: programmer.

Exciting books

My First CODING BOOK
I Can Code
IF/THEN

Subject Specific Vocabulary

Algorithm	A set of instructions given to a computer.
Instructions	Detailed information about how something should be done.
Clockwise/anti-clockwise	The same direction that the hands on a clock move around / the opposite direction that the hands on a clock move around.
De-bug	Identify and remove any errors in the instructions given.

Skills

I can give simple instructions to make a Beebot move to a desired place.

I can talk about direction and turns using specific language.