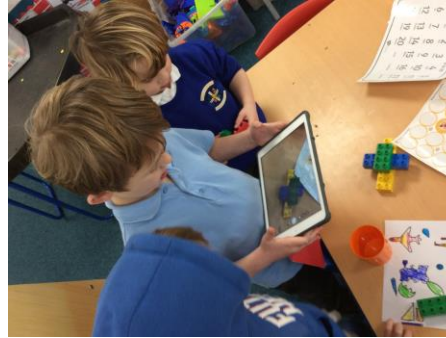
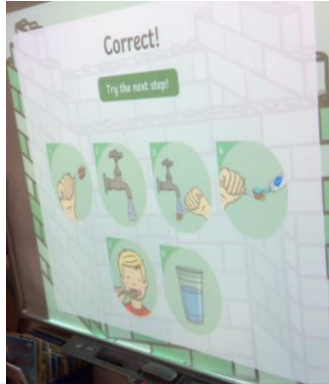
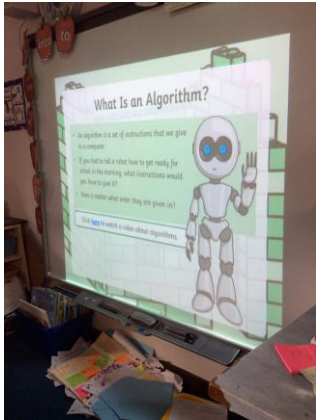


Computing



Picture instructions



We used the iPad's to photograph each stage.

We found that some designs had to be done in a certain order or we wouldn't be able to add the correct pieces in the right order.

Okay, I need blue first as that's the first picture.



Look! I made ***'s design by following the pictures!

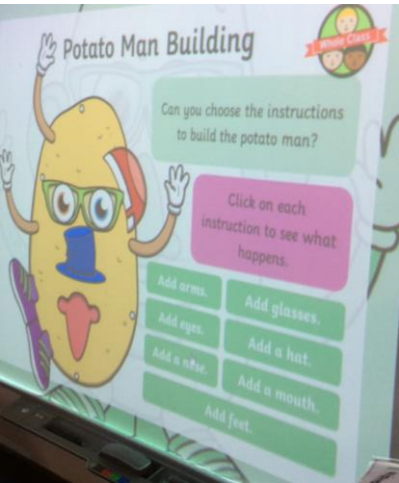


Precise instructions for a Mr Potato head

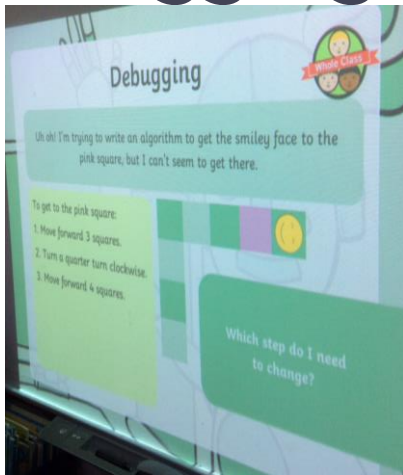
We gave our partners instructions on where to place parts of the Mr potato. We had to be very precise or 'put the eyes on his head' could mean anywhere and they could end up on his chin!

Put the eyes on holes 4 and 5.

Put the hat on hole number 1 with the big bit on the bottom.



Programming a person - forwards, backwards, left, right, turn, clockwise, anti-clockwise and debugging.



We had to give a friend instructions on how to reach the dinosaur tray in the classroom from different parts of the room. The clockwise and anti-clockwise instructions confused us a little.



You need to take 2 steps forwards and then turn left..

Take 4 steps forwards, turn towards the tray and then take 3 steps forwards. Whoops, take 1 step backwards.

Programming a BeeBot



Mine went too far, I need to try again.



Mine turned and then went the wrong way – I forgot it would be forwards because the BeeBot is facing a different way now!

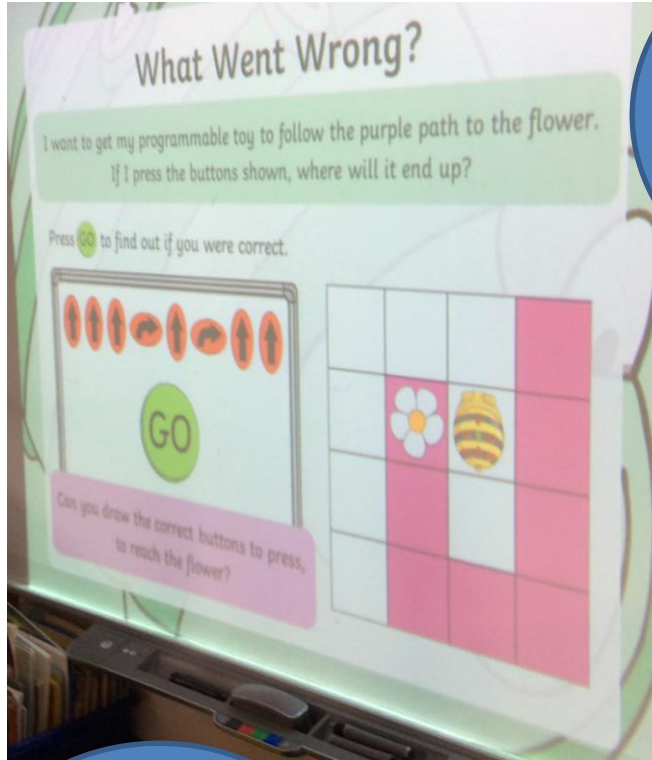


Having a go at drawing arrow instructions.



To get to the action man I need to go forwards 3 buttons and then left two times.

De-bugging

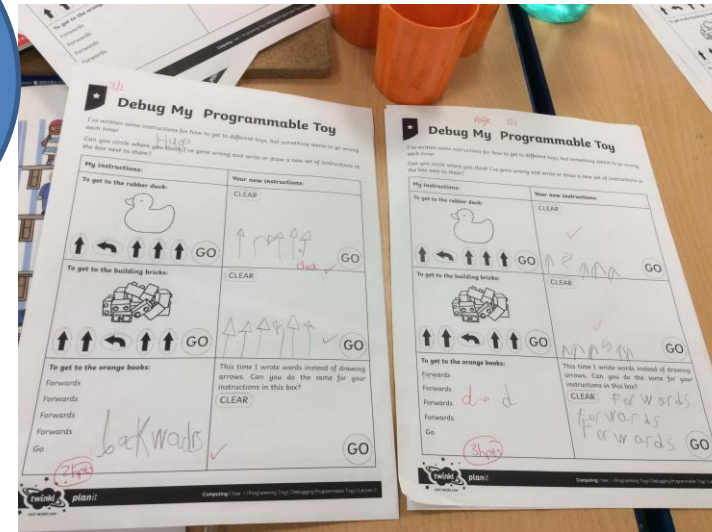
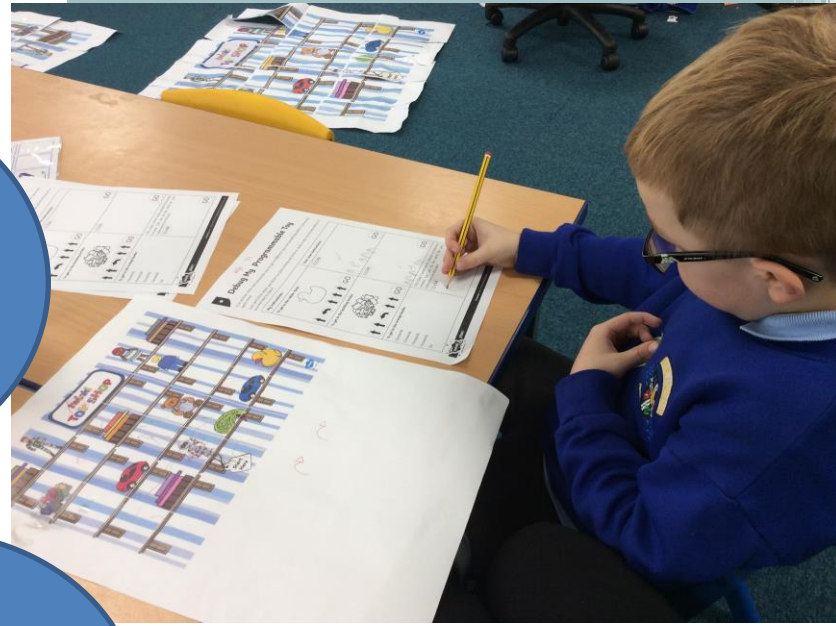


They said turn but it needed to go forwards another one.

Oh no, they turned the wrong way, I can fix it.

They should have made it turn afterwards.

We were presented with an object that we needed to get and directions to get there but they all had mistakes in them. We had to find the and re-write the correct directions.



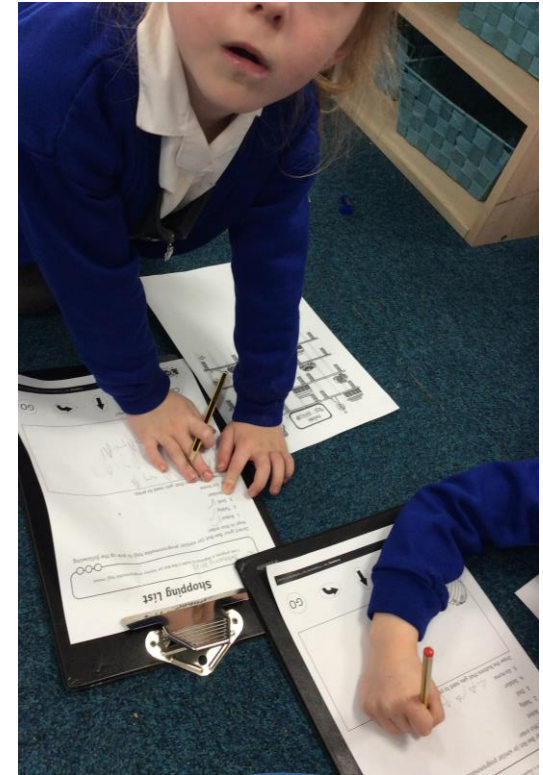
Making our BeeBot complete a shopping list in one go!



I got them all! I had to go forwards 2 to get the robot and then turn right and go forwards 2 again to get to the blue car.



We used arrows instead of words and wrote the directions in order so the BeeBot could get all of the items on the list and then return back to the starting point.

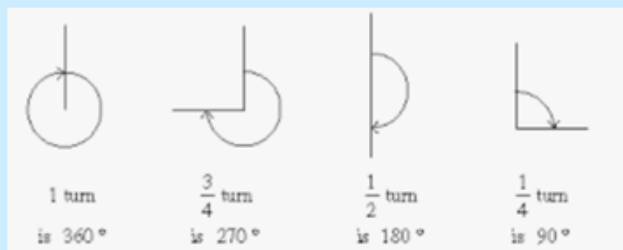


This is quite tricky, which way do I need to turn?

Computing

FLE YR1

Programming



Our Endpoint

To accurately program a BeeBot to particular toys on a mat.

What we already know:

-We have explored BeeBots in our continuous provision-We have written instructions in our English lessons about how to make a crumble.

Culture Capital

-Know the importance of producing instructions in the correct order.
-Working alongside others.

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.

Forever Facts

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

Exciting books



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.