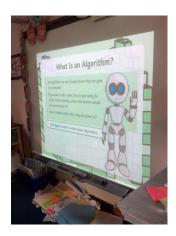
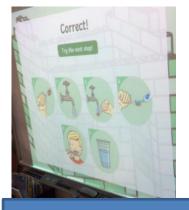


Picture instructions







We used the iPad's to photograph each stage.





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



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.

Precise instructions for a Mr Potato

head Potato Man Building Potato Man Building Corportion Consections to build the potato man? Corportion Consections to build t

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

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.

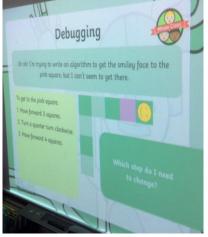






Programming a person - forwards, backwards, left, right, turn, clockwise, anti-clockwise and de-

bugging.







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

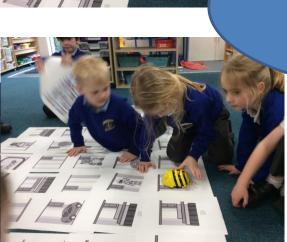
We had to give a friend instructions on how to reach the dinosaur tray in the classroom from different parts of the room. The clockwise and anti-clockwise instructions confused us a little. Take 4 steps forwards, turn towards the tray and then take 3 steps forwards. Whoops, take 1 step backwards.

Programming a BeeBot

Mine went too far, I need to try again.

Symbols

ing the toy (Bee-Bot or similar

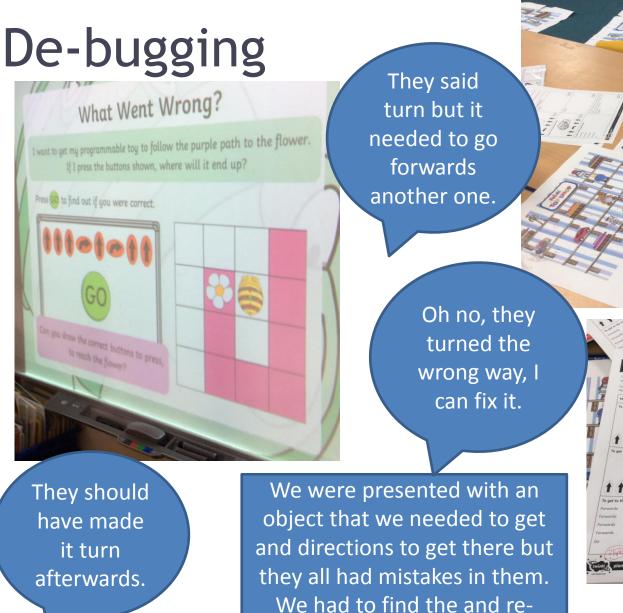


Having a go at drawing arrow instructions.



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

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



write the correct directions.

| The sectors must instructions for how a and tames: Can pass strike where the divert | Programmable Toy or at adjusted tags, hist unstability states to go unstag or unstage used write or show on all of instructions in | Debug My Prog The version server share where the per server and server server server them the per server se | |
|---|--|--|--|
| | Your new instructions | the first in they? | If these sections as despect to finder and all interesting to |
| To get to the rubber duck: | | A MARGARENTE | |
| ES . | CLEAR | The goal too the reddene database | Ver new instructions |
| tttt | o frage Go | tatte | O A P ANA GO |
| o get to the building bricks | CLEAR | To get to the building bricks: | CLEAR |
| t - t t GO | A44947 GO | | GO MANSA GO |
| to the orange books: ds | This time I wrote words instead of drawing arrows. Can you do the same for your instructions in this bax? | To get to the orange books forwards Forwards | This time I wrote words instead of drawing servers. Can you do the same for your instructions in this box? |
| * / | CLEAR | Forwards d - O- Forwards | GLEAR FOR WORLS |
| Lack Wads | GO | Go | Torwards GO |
| " Lakwada | 60 | | It among |

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.

Shopping List

a red car a toy soldier

want to get them in this order that's the best mute



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?

| 1 | | |
|--|---|--|
| Computin | Ig FLE YR1 | Programming |
| 1 turn is 360 * | $\frac{3}{4} \operatorname{turn} \qquad \frac{1}{2} \operatorname{turn} \qquad \frac{1}{4} \operatorname{turn} \\ \operatorname{is } 270^{\circ} \qquad \operatorname{is } 180^{\circ} \qquad \operatorname{is } 90^{\circ} \\ \end{array}$ | Our Endpoint <u>To accurately program a</u> <u>BeeBat to particular toys on a</u> mat. |
| What we already know: -We have explored <u>BeeBots</u> in our continuous provision-We have written instructions in our English lessons about how to make a crumble. | correct order. | Subject Specific Vocabulary Algorithm A set of instructions given to a computer. Instructions Detailed information about how something should be done. |
| | Exciting books | 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. |
| Forever Facts | | De-bug Identify and remove any errors in the instructions given. |
| I know that instructions sometimes need to be in a specific order to be effective. | IF/THEN UCKE 1409 LINE ROLLER | 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. |