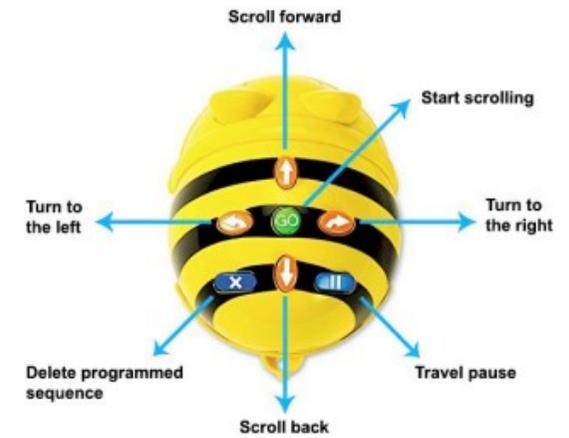




Year 1 Bee Bots

You have already learnt...

In EYFS, you used the code-a-pillars to learn about how to give **instructions**. You learnt that if you give **instructions** to a **machine** it will follow your **instructions**. You learnt directions, telling the code-a-pillars to go **forwards**, **backwards**, **left** and **right**. You used different technology toys in the home corner to think about how they help us in the world. You also used the **interactive whiteboard** to draw pictures!



Key Knowledge

A Bee Bot is a **robot**. It needs careful instructions to follow. When you give **instructions** to a **robot**, it is called an **algorithm**. If it doesn't understand what to do from your **instructions**, it will make a mistake. Solving the Bee Bots mistake is called **De-Bugging**. A Bee Bot can follow your **algorithm** to go forwards and backwards, and turn to the left or right.

Key Skills

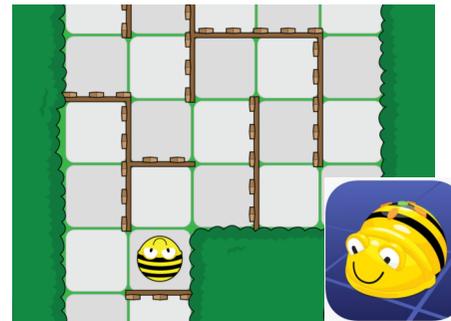
- Begin to understand what an algorithm does
- Consider how it can be implemented on a Bee Bot
- Understand that programs need careful instructions.
- Carry out and debug simple programs on a Bee Bot and the Bee Bot app

Command	Give an order.
Design	What it should do.
Code	How it is done.
Device	A piece of mechanical or electronic equipment adapted for a particular purpose.
Sequence	A particular order in which related things follow each other.
Robot	A machine able to replicate certain human movements and functions automatically.
Program	A series of coded software instructions to control the operation of a computer or other machine.
De-bug	Identify and remove errors from computer hardware or software.
Algorithm	A process or set of rules to be followed.



The Bee Bots have to plug in and charge so they can work.

The Bee Bots will follow your instructions to travel around obstacles



The Bee Bot app on the ipads is where we can apply our knowledge and skills



Next you will learn...

In the Summer term, you will work on the ipads to use Scratch Jr, where you will create **algorithms** for characters on the screen to follow.