Year 1 - Bee-bot - Term 3

Beacon Curriculum Computing
"Let your light shine." Matthew 5:16
Billinge St. Aidan's CE Primary School

Key Vocabulary

Algorithm	A clear set of instructions to carry out a task.
Bee-Bot	A small programmable floor robot, with seven buttons (forwards, backwards, turn right, turn left, go, pause and clear).
Computing code	Words, numbers and symbols that make a computer language.
Computer program	A series of instructions, that are written for a computer to follow. Also known as apps.
Explain	Give clear information about something to someone.
Explore	Look at something new to learn more about it.
Instructions	A list of commands and directions on how to do something.
Predict	To make a guess.
Tinker	To explore and play with something to discover what it can do.
Video	Moving pictures, that make up a film or cartoon.

Bee-Bot buttons:

Move forwards
Turn left
Go
Turn right
Clear
Pause
Move backwards
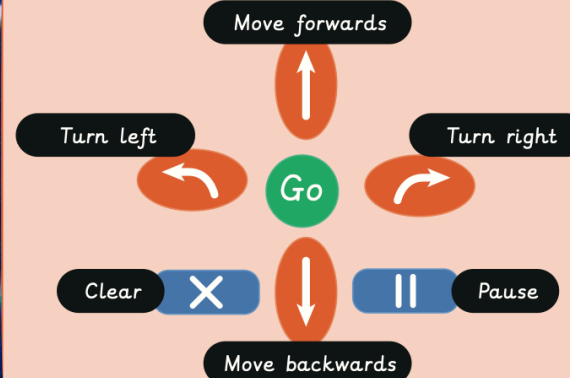
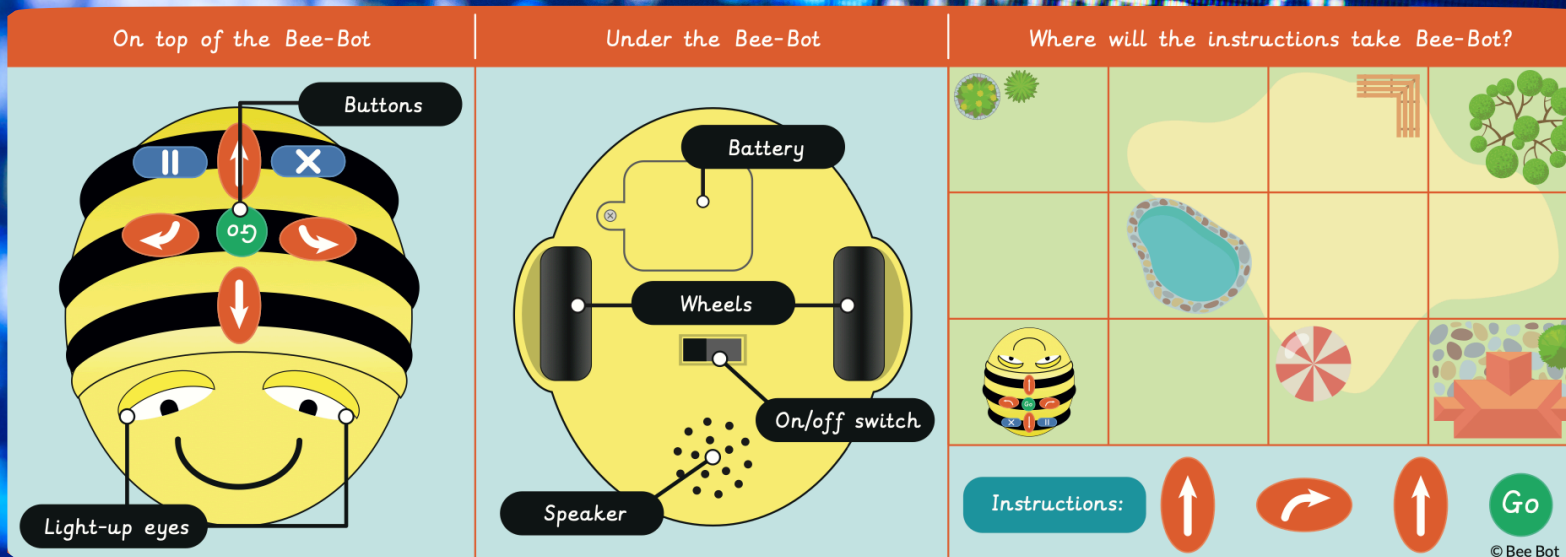## To know statements ✓✗

To be able to explain what happened when they pressed given buttons on the virtual Bee-Bot and explain why they think the buttons they pressed were the right ones – showing a recognition of cause and effect	
To be able to discuss what each button did and demonstrate how it worked. To be able to record the video with everyone taking on specific roles	
To be able to recognise which buttons are necessary in the sequence of instructions. To be able to predict correct instructions to reach a pre-planned destination	
To be able to identify a destination and getting a paper Bee-Bot there (in as many steps as necessary)	
To be able to program the Bee-Bot to reach the goal as specified in the story. To be able to correct mistakes when they go wrong	

On top of the Bee-Bot	Under the Bee-Bot	Where will the instructions take Bee-Bot?
Buttons, Light-up eyes	Battery, Wheels, On/off switch, Speaker	Instructions: © Bee Bot

Anything else you have learnt? What have you enjoyed?