



Unity in the Community

How can an algorithm make a Bee Bot move?

What will we be learning in computing?

- Know what an algorithm is
- Recognise and understand that algorithms are implemented as programs on digital devices, executing by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs

What will we be doing in computing?

- Explore algorithms for everyday life (eg instructions for making a jam sandwich)
- We will write the algorithm (instructions) in the correct order
- We will produce a flowchart showing the sequence of actions and how these are algorithms
- Using our knowledge of algorithms we will program a Bee-bot
- We will use directional language to program commands for the Bee bot to follow a path
- We will write an algorithm in a flowchart to program a Bee-Bot /on-screen turtle to follow a path
- Evaluate the algorithm and recognise how it could be improved (recognise when it went wrong)

Prior learning:

- Instruction writing in English (Y1)
- Directional language in Computing - Happily Ever After (Y1)

Future learning:

- How to program a game – Land Ahoy (Y2)
- How to program a 3D world – Law and Order (Y4)

Words you will be using

Algorithm

A series of instructions followed by a computer (need to be precise)



Programmers

People who write algorithms for computers



Bee-bot/ turtle

A robot which has a computer as a brain



Command/ instruction

Telling someone/something what to do



Directional language

Instructions of where and how to move



Path

The way to go on a journey



Flowchart

A way to order something



Sequence

Putting something in order

