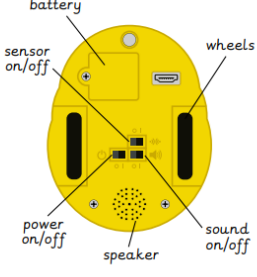
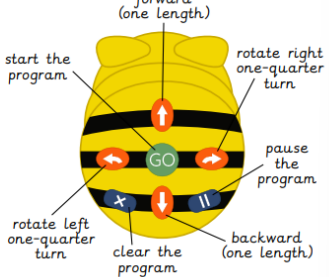


Autumn | Year 1

Computing – Bee-bots

Subject specific Vocabulary		Images/Diagrams/Maps	Important Knowledge
Command	One instruction that tells as computer or robot what to do	On top of the Bee-Bot  Under the Bee-Bot  Bee-Bot commands 	Bee-bots can be programmed.
Error	A mistake that stops instructions from working correctly		A programme is a sequence of instructions.
Instructions	A set of commands that make a computer or robot do a job		The bee-bot moves wherever it has been programmed to move.
Program	To give a computer or robot a set of instructions to follow		

Presentation	Assessment		
	To create clear instructions to give directions.	Explaining that robots only follow exact commands; writing a short, logical set of commands for a partner to follow; following a simple set of commands exactly.	Explaining how a robot's programming will affect its actions; writing longer, more in-depth commands for a partner to follow; following a more complex set of commands with accuracy and ease.
	To explore instructions through Bee-Bots.	Explaining what each Bee-Bot button does; creating and testing a short set of instructions; identifying and correcting mistakes in a sequence when the Bee-Bot does not behave as expected.	Programming the Bee-Bot to complete more complex challenges designed by themselves.
	To program a robot using instructions.	Breaking down a maze into steps and planning a route; programming a Bee-Bot using logical instructions; testing the instructions to check for errors; correcting instructions if the Bee-Bot does not complete the task as intended.	Programming longer algorithms that allow the Bee-Bot to complete tasks they have designed independently.
	To create instructions to solve problems.	Creating a maze that is suitable for a Bee-Bot to move through; checking their maze by programming the Bee-Bot accurately; changing their maze to ensure that it is appropriate.	Creating a complex maze that has more than one solution; explaining how they know a solution will work before checking it; suggesting efficient changes to incorrectly programmed solutions.
	To identify and correct errors in instructions.	Checking instructions and spotting errors; suggesting changes to commands to correct instructions; testing new instructions to ensure they are correct.	Making changes to instructions with minimal edits and explaining why they work; explaining how they know an algorithm is correct without testing it.