

BRUNSHAW PRIMARY SCHOOL



Inspiring children to be resilient and aspirational learners, within a positive and considerate community

Subject: Computing	Year group: 1 Term: Spring 1	Title: Moving a robot
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What should I already know? • Examples of technology include mobile phones, computers, cars and washing machines • Technology often helps us to do things easier and faster • A computer is an example of technology • A keyboard is for entering text, numbers and functions into a computer	Facts I will learn • Words such as ‘forwards,’ ‘backwards’ and ‘turn’ can be enacted • Commands have different outcomes • The outcome of a command can usually be predicted • A program is a set of commands that a computer can run • A series of instructions can be issued before they are enacted	Key questions • What do the buttons on a Bee-Bot do? • Can I give and follow clear instructions? • How do Bee-Bots move forwards and backwards? • Can I combine four direction commands to make a sequence? • Can I plan a programme? • Can I plan two different routes for my Bee-Bot with the same destination?																
Key Skills • To enact a given word • To predict the outcome of a command on a device • To list which commands can be used on a given device • To run a command on a floor robot • To choose a command for a given purpose • To choose a series of words that can be enacted as a program • To choose a series of commands that can be run as a program • To build a sequence of commands in steps	Experiences that school will provide • Real-life skills and experiences around following and giving directions and instructions • Use of a programmable robot (Bee-Bot)	<table><tr><th>Key vocab</th><th>Definition</th></tr><tr><td>Commands</td><td>An order that has to be followed</td></tr><tr><td>Instructions</td><td>Detailed information about how something should be done</td></tr><tr><td>Directions</td><td>A course along which something moves</td></tr><tr><td>Plan</td><td>To think about how a goal will be achieved</td></tr><tr><td>Algorithm</td><td>A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task</td></tr><tr><td>Program</td><td>A set of ordered commands that can be run by a computer to complete a task</td></tr><tr><td>Route</td><td>A way or course taken in getting from a starting point to a destination</td></tr></table>	Key vocab	Definition	Commands	An order that has to be followed	Instructions	Detailed information about how something should be done	Directions	A course along which something moves	Plan	To think about how a goal will be achieved	Algorithm	A precise set of ordered steps that can be followed by a human and implemented on a computer to achieve a task	Program	A set of ordered commands that can be run by a computer to complete a task	Route	A way or course taken in getting from a starting point to a destination
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• To combine commands in a program • To run a program on a device		
Web links • Smartie the Penguin Childnet A story to teach children aged 3 – 7 how to be safe on the internet • Bee-Bot Online Emulator A virtual Bee-Bot to command around different activity mats	Experiences that could be provided at home • Take turns with your child to draw a map of your home and follow it to different destinations • Become a robot and only follow instructions exactly as they are given. Is the outcome what was intended? How can we be clearer?	