Year 1- Kingfishers	Computing - Programming - BeeBot	Summer 2

What I should already know : Use small motor skills so that they can use a range of tools competently, safely and confidently. Explored BeeBot, moving it using one step instructions.

Enquiry Questions

- Can we explore a new device?

- Can we create a demonstration video?

- Can we plan and follow a precise set of instructions?

- Can we program a device?
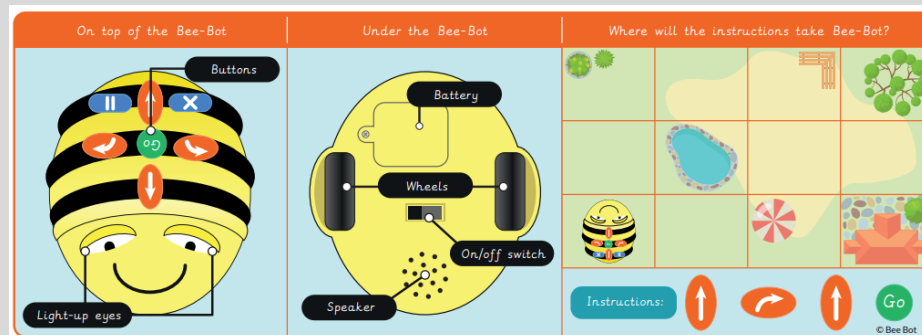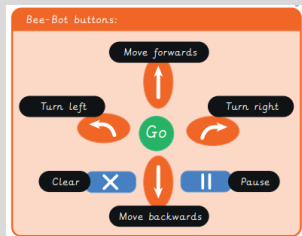
- Can we create a program that tells a story

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.

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.

Key Skills (National Curriculum)

Pupils should be taught to

- Understand what algorithms are: how they are implemented as programs on digital devices: and that programs execute by following precise and unambiguous instructions
- Create and debug simple programs
- Use logical reasoning to predict the behaviour of simple programs
- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology purposefully to create, organise, store, manipulate, and retrieve digital content

Links to other areas of the curriculum : Literacy - Spoken Language - Speaking and Listening. **Maths** - Directions