

What will I learn?

- To understand the meaning of directional arrows
- To follow a simple sequence of instructions
- To experiment with programming a Bee-bot/Blue-bot
- To explore and tinker with hardware to develop familiarity and introduce relevant vocabulary
- To experiment with programming a Bee-bot/Blue-bot and to learn how to give simple commands
- To learn to debug instructions, with the help of an adult, when things go wrong
- To learn that an algorithm is a set of instructions to carry out a task, in a specific order
- To follow an algorithm as part of an unplugged game
- To experiment with programming a Bee-Bot/Blue-Bot and to learn how to give simple commands
- To learn to debug instructions, with the help of an adult, when things go wrong

Key Vocabulary

algorithm
 arrow
 Beebot
 commands
 debug
 instructions
 order
 programming
 sequence
 tinker

EYFS Outcomes & links to other areas of the curriculum

Physical Development - Develop their small motor skills so that they can use a range of tools competently, safely and confidently.

Literacy - Spell words by identifying the sounds and then writing the sound with letter/s. Re-read what they have written to check that it makes sense.

Mathematics - Link the number symbol with its cardinal number value. Count beyond ten.

Characteristics of Effective Learning
 - Playing and exploring and Active Learning