Year 1- Kingfishers

<u>Computing - Programming - BeeBot</u>

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	<u>Key Vocabulary</u>	<u>Key Skills (National Curriculum)</u>
 Can we explore a new device? Can we create a demonstration video? Can we plan and follow a precise set 	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	 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
follow a precise set of instructions?	explain - give clear information about something to someone. explore - look at something new to learn more about it.	 Ose logical reasoning to predict the behaviour of simple programs Use technology purposefully to create,
 Can we program a device? 	instructions - a list of commands and directions on how to do something. predict - to make a guess.	organise, store, manipulate and retrieve digital content • Recognise common uses of information
 Can we create a program that tells a story? 	tinker - to explore and play with something to discover what it can do. video - moving pictures that make up a film or cartoon.	 technology beyond school Use technology purposefully to create, organise, store, manipulate, and retrieve digital content
Bee-Bot Under the Bee-Bot Where will the instructions take Bee-Bot? More forwards Entropy Battery Turn left Turn right		

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

On/off switch