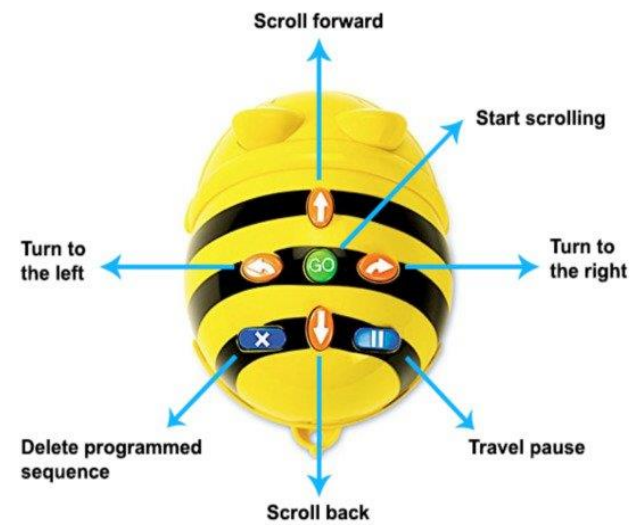


Computing – Algorithms and Programming

Prior Learning	Concepts
What a Bee-Bot is.	<p>Algorithms – understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Technology – use technology purposefully to <u>create</u>, organise, store, <u>manipulate</u> and retrieve digital content</p>
How to turn a Bee-Bot on and off.	
How to program a Bee-Bot to move in the desired direction.	

Key Vocabulary		Images, icons and maps.
Algorithm	Instructions split into small steps so that a computer can solve problems or get something done.	<p>Buttons: Bee-bots have buttons on the top. They each make the Bee-bot do something different (see picture).</p> <p>-The arrows move the Bee-bot in different directions.</p> <p>-The GO button makes the Bee-bot start its program. (on some models, it also pauses the Bee-bot in-program).</p> <p>In order create clear routes for our Bee-bots, we need to be sure of our directions .Make sure that you stand <u>behind</u> Bee-bot.</p>
Program	Ordered sequence of instructions to solve a problem.	
Robot	A machine that can be programmed to solve problems and carry out tasks.	
Instruction	Detailed information about how something should be done.	
Route	A way from one place to another.	
Direction	Right, left, forward, backwards.	



Key Facts
1) Robots are one type of machine that can follow instructions.
2) Floor robots include Bee-Bots and Blue-Bots.
3) Floor robots have buttons that help us direct them.
4) We can use algorithms to program floor robots along a route.
5) We must press clear before beginning to program the Bee-bots.