

# Preston Primary School Knowledge Organiser

Computing: How do robots move?

Term: Spring 1

Unit 2 - Year 1 & 2

Duration: 6 Weeks

## Bee Bot

Program  
the robot



Using the  
app

Turns the Bee Bot 90  
degrees to the left.



Clears the commands  
stored in the Bee  
Bot.

Moves the Bee Bot  
one place forward.









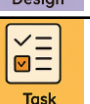

Turns the Bee Bot 90  
degrees to the right.

Moves the Bee Bot  
one place backwards.



Design an algorithm to  
complete challenges.

## Key Vocabulary

 Tinker	Tinker	Trying things out and experimenting.
 Command	Command	An instruction we give.
 Algorithm	Algorithm	A plan of steps to solve a problem.
 Direction	Direction	Which way to go.
 Debug	Debug	Fixing mistakes.
 Evaluate	Evaluate	Think about what you did and decide what went well and how to improve next time.
 Sequence	Sequence	Putting things in a logical order, one after another.
 Design	Design	What it should do.
 Task	Task	What is needed.
 Code	Code	How it is done.