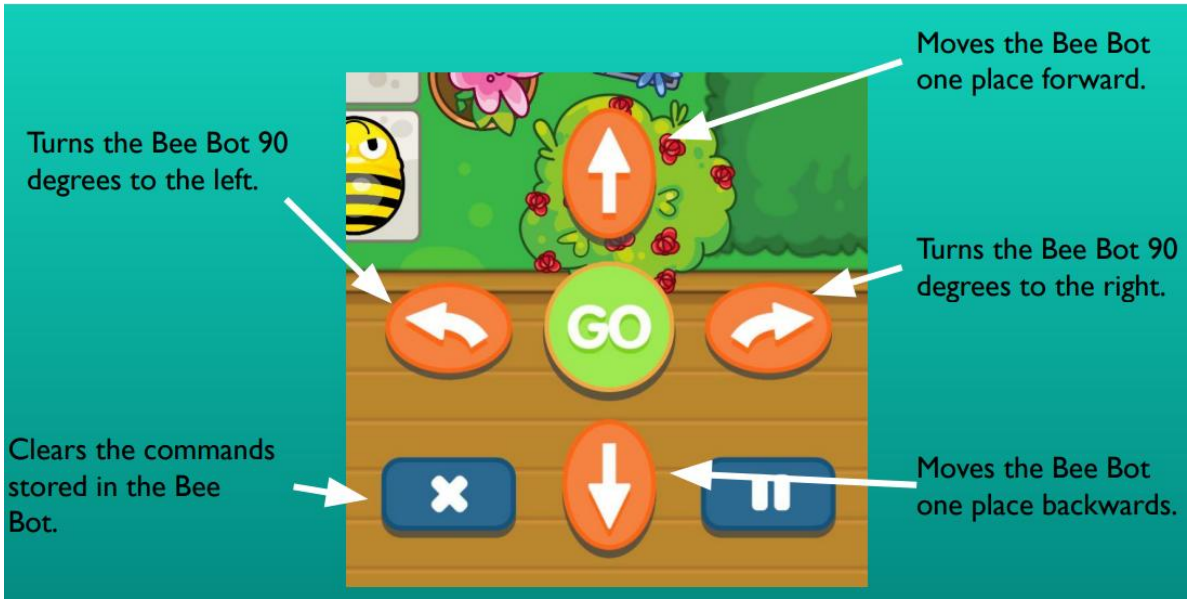
Preston Primary School Knowledge Organiser

Computing: How do robots move?	Term: Spring 1	Unit 2 – Year 1 & 2	Duration: 6 Weeks

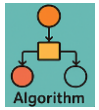
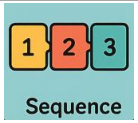
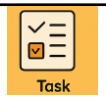
Bee Bot

Program the robot

Using the app



Design an algorithm to complete challenges.

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