

My EYFS unit on Programming Robots, and my Year 1 unit on Moving a Robot, will help me with this unit.

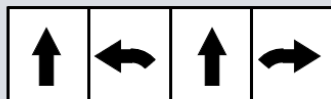
This unit will help me with my unit on Programming Quizzes later in Year 2.

**Key information**

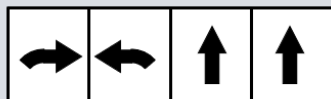
**Same but different**

Here are two algorithms:

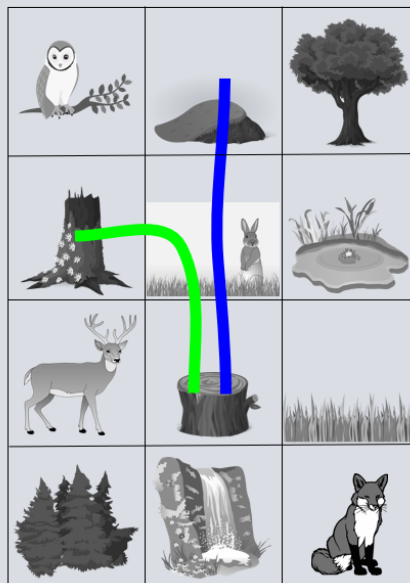
Green line:



Blue line:



The instructions are the same. Why are the outcomes different?



**Vocabulary**

<b>Commands</b>	The instructions we give to a device
<b>Outcome</b>	What a device does when it receives a certain command
<b>Sequence</b>	The order in which things happen
<b>Program</b>	A set of code that when run by a computer performs a certain task

**Key Computing Skills and Knowledge**

- Know that **Bee-bots** have **computers** inside them
- Know that when we give **commands** to a **Bee-bot**, its **computer** turns it into **code**
- Know that this set of **code** is called a **program**
- Know how to **predict** the **outcome** of a **program** by looking at its **algorithm**
- Know that we must **clear** the **memory** of the **Bee-bot** before we **input** a new **algorithm**
- Know that a **route** is a way of getting from one place to another and that a variety of routes can often be used to reach the same end point
- Know the **directions forwards, backwards, left, right, quarter turn, half turn and three-quarter turn**