

Autumn 2 Year 1- Moving a Robot

Computing Concepts



Presentation

Presentation
Expressing ideas



Systems

Systems
Knowing how to create and use programmes



Digital world

Digital World
Knowing how to use a range of technology

Curriculum Objectives

- 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 behaviour of simple programs
- Recognise common uses of information technology beyond school

Learning Overview

Learners will be introduced to early programming concepts. Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each command for the (Online version in 2GO or iPad Beebot app) floor robot does and use that knowledge to start predicting the outcome of programs. The unit is paced to ensure time is spent on all aspects of programming and builds knowledge in a structured manner. Learners are also introduced to the early stages of program design through the introduction of algorithms.

Lessons will cover:

- Buttons
- Directions
- Forwards and Backwards
- Four Directions
- Getting There
- Routes