

# GGA- Computing Knowledge Organiser for Year One -Summer Term- Coding - Beebot

## Vocabulary

Instructions	A detailed order or directions
Algorithm	A set of rules or instructions that can be followed to achieve something
Sequence	The steps that are followed in order
Predict	To use your knowledge to say what you think will happen
Debug	To fix errors in programs and algorithms
Execute	Run a program, press go, start the algorithm or instructions

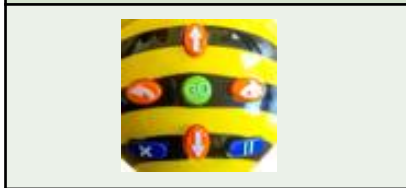
Why are we learning this?	Why is this important?
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To know that technology can follow a set of instructions.	In Year 2 you will use these skills to make an animation.
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## Skills that I am going to learn.

Give the BeeBot Instructions

Use the buttons to tell the BeeBot what to do.



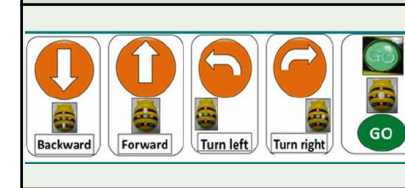
Create an Algorithm for a BeeBot.

Give the BeeBot instructions to complete a task.



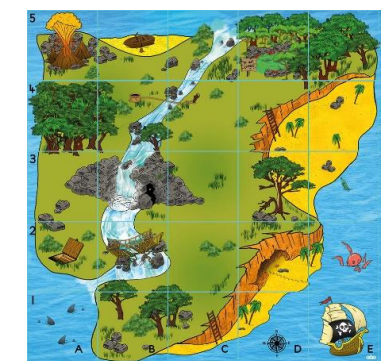
Predict what a BeeBot might do.

Work out where a BeeBot will travel to.



Debug an Algorithm

Work out where the BeeBot went wrong and change the instructions



## Buttons on a BeeBot

Left	
Right	
Forwards	
Backwards	
Go	
Clear	
Pause	

# GGA- Computing Knowledge Organiser for Year One- Summer Term-Block Coding

## Vocabulary

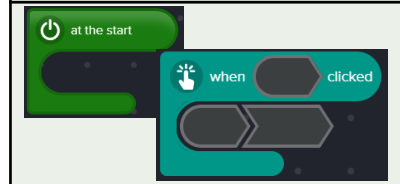
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Algorithm	A set of rules or instructions that can be followed to achieve something
Sequence	The steps that are followed in order
Predict	To use your knowledge to say what you think will happen
Debug	To fix errors in programs and algorithms
Execute	Run a program, press go, start the algorithm or

Why are we learning this?	Why is this important?
To be able to input code onto a computer.	To develop an understanding of block coding.

## Skills that I am going to learn.

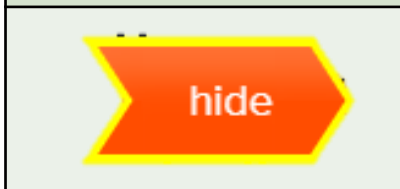
Always use a Event Block

Event blocks tell the computer when to start running the code.



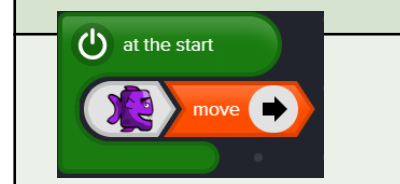
Make an object disappear.

The Hide Block makes an object disappear from sight.



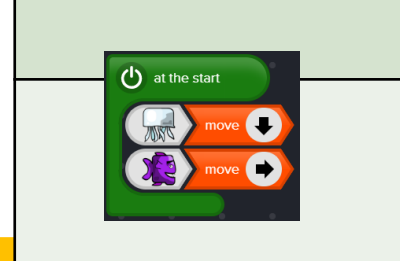
Join blocks together to make an algorithm.

Algorithms can be built by joining blocks together.



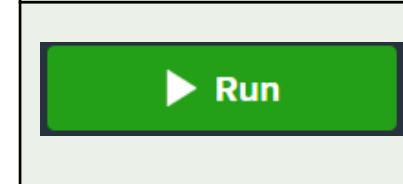
Algorithms can be joined together.

More than one algorithm will fit in to an Events Block.



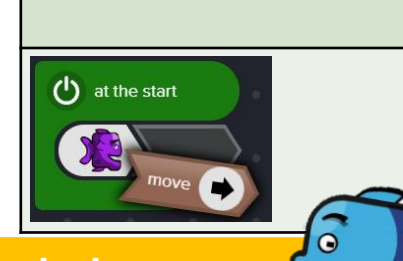
Test your code to see if it works.

When you have created your code click run to see if it works properly.



Debug code if it does not work correctly.

Correcting errors will help code work better.



## New Vocabulary

Program	Inputting code onto a computer.
Blocks	The pieces of code that can be put together to make an algorithm.
Run	The button we use to make the computer start following the code.
Hide	Make an object unable to be seen.

