How do Beebots know where to go?

St. Peter's CE Primary Academy

Coding Y1

Key learning

- Move the Bebop in all four directions.
- Choose the order of commons in a sequence.
- Debug a Bebop code.
- Program a Beebot to follow a certain rule
- Program a Bebop to go round certain obstacles.

Comp

Empowered Learner:

- Use technology to help me achieve a goal.
- Think of a idea to solve a problem

Com

- Cre   gr
- Use   tior   vel
  ser

Key vocabulary

Algorithm	A set of instructions made up of commands for a computer or robot to follow to complete a task
Bug	An error or fault in a programmer that prevents it from running as expected
Code	The language that we can use to tell a computer what to do
Coding	Creating, designing and building a computer program to accomplish a goal
Command	An instruction for the computer
Debugging	Finding and fixing problems in a computer program or algorithm

Coding – Our Learning Journey