Seven Fields Primary School

KS1 Knowledge Organiser Computing

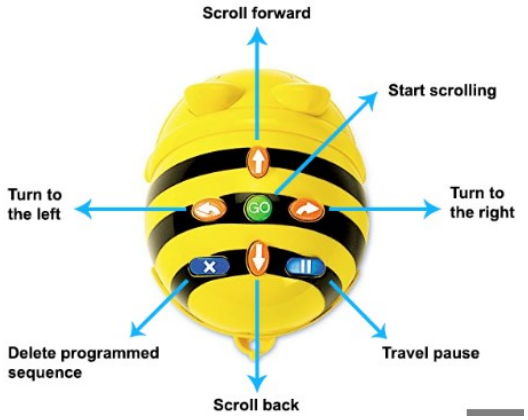
Key Content			
Design a program.	Know that a sequence of commands has a start and an outcome.	Create a program using own design.	

Key Vocabulary	
Instruction	Giving directions or orders.
Sequence	A pattern in which one thing follows another.
Algorithm	A completely determined procedure for solving a problem.
Program	Writing a group of instructions for a computer to follow.
Predict	To tell in advance something that will happen.
Debugging	To find and remove mistakes from a program.
Bee Bot	A robot designed to follow an algorithm program.

Knowledge

- Before we use Bee Bot we need to make sure it is charged. To turn it on, using the switch underneath. You can tell that the Bee Bot is on because its eyes light up. Remember to switch it back off again after you have finished using it.
- Bee Bots have buttons on the top. They each make the Bee Bot do something different.
- The arrows move the Bee Bot in different directions. The Go button makes the Bee Bot start its program. The X button makes the Bee Bot forget the last set of instructions.

Knowledge

- We can make mats for the Bee Bots. We then need to design our algorithms so that the robot follows the given route.

- We should carefully consider the start and end point that we want the Bee Bot to reach.
- Use symbols to indicate the commands that will be inputted as a program.