Computing – Programming a moving robot.

Key questions

What is a Beebot?

What does programming mean?

How can we control a Beebot?

How can we debug an error?

How to control/programme a Beebot using the buttons.

Forward

Left Turn   **GO**   **Right Turn**

Clear   **Backward**   **Pause**

Sticky Learning

New Knowledge	New Skills
To know how to input left, right forward, backward controls into a Beebot.	To control a Beebot using left, right, up and down.
To know that the order of instructions in an algorithm is important.	To put 2 instructions together to control a Beebot.
To know how to debug an error in a simple algorithm or program.	To input instructions to reach a destination (map work).