Parsonage Farm Nursery and Infant School

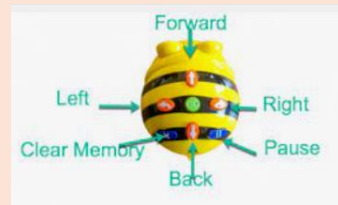| Year 2	Computing: Beebots	Spring 1

Knowledge

- ❖ A Beebot needs programming to make it do something.
- ❖ Programming is when we make a set of instructions for computers to follow.
- ❖ Robots are on type of machine that can follow programs- they follow what we instruct them to do. A floor robot has a computer inside of it.
- ❖ We use algorithms to help robots to do things that we want them to. Algorithms are precise set of instructions, that a computer can turn into a code.
- ❖ Debugging can help to correct algorithms and programs.

Prior Knowledge (Year 1)

- ❖ Knows that a Beebot has to be given instructions to make it move.
- ❖ Explains how to make a Beebot move.
- ❖ Understands that a set of instructions is called an algorithm.
- ❖ Can think of a simple everyday algorithm.
- ❖ Is beginning to understand what debugging is.

Skills

- ❖ To be able to make a Beebot move in a chosen direction by using the correct sequence of buttons.
- ❖ To read and follow a simple algorithm (symbols/arrows) to make a Beebot move.
- ❖ To plan a simple algorithm (set of instructions) using symbols/arrows to make the Beebot move to a chosen location.
- ❖ Can 'debug' a Beebot when it does not go where they want it to go.
- ❖ Can make simple predictions about where a Beebot will move to.

Key Vocabulary

- ❖ **programming**
- ❖ **beebot**
- ❖ **instructions**
- ❖ **algorithm**
- ❖ **debug**
- ❖ **robot**

Safeguarding

- ❖ E-safety is taught and referenced throughout all Computing lessons. Children will be reminded of our E-safety rules and should begin to explain why we have them.
- ❖ Children will be supervised at all times when using a device.