











Year 1
Summer 1 2021
ICT
Programming

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| Algorithm | An algorithm is a precise sequence of instructions or a set of rules, for performing a task. |
| Sequence | Sequence means rearranging instructions for algorithms and programs in a particular order. |
| Code | Code is the language a computer understands that we use to give a computer instructions. |
| Programming | Programming is designing and writing instructions for a computer in a language it understands. |
| Debugging | Debugging is about finding out what is wrong in an algorithm or program and fixing it. |



Programming Bee-Bot and Blue-Bot Robots and Apps

You can program a Bee-Bot or Blue-Bot to move around a map grid by using the buttons. The buttons are the code (the language) the Bee-Bot or Blue-Bot understands for what it needs to do. You can enter a sequence of buttons to form an algorithm. For example: 

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|--|---|--|--|
|  Moves forwards |  Reverses (go backwards) |  Turns 1 quarter turn left |  Turns 1 quarter turn right |
|  Go – the Bee-Bot starts to run the program |  Pause – This will pause the Bee-Bot in the middle of the algorithm before continuing. |  Clear Program – this deletes the program so that you can start again. | |

Curriculum Coverage

Recognise common uses of information technology beyond school.
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
create and debug simple programs.