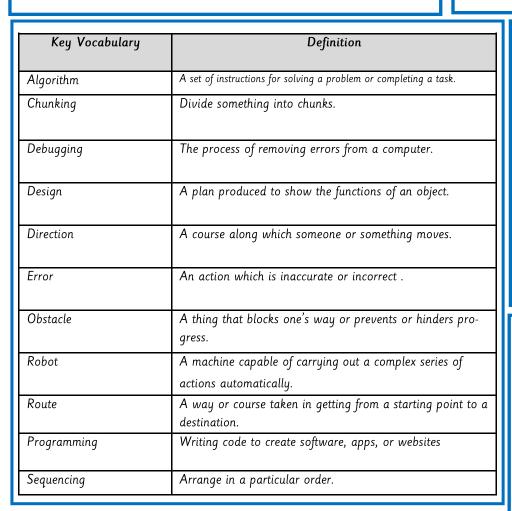
## Penguins and Firecrests

# Computing Spring 1



### Programming A



#### Robots

Robots have a computer inside them; Robots do what we want because they follow instructions. They do not make any choices themselves.





#### **Algorithms**

We use algorithms to help robots do things that we want them to do. It is a set of rules which are followed by computer. We can design an algorithm to help a robot move from one place to another following a specific route. When designing an algorithm it is important to carefully consider the start point and the end point that we want to robot to reach.

#### Bee-Bots:

A bee-bot is a small robot designed for children to learn new skills like creating algorithms, teaching sequencing, estimation, problem-solving and programming. The buttons on top are used to give the robot directions telling it which way to go.

#### **Errors**

There are different ways which errors might occur when working with robots -

**Sequencing errors**: This is where an instruction in the sequence is wrong or is in the wrong place

**Keying errors**: Typing in the wrong code

**Logical errors:** Mistakes which are made in the planning or thinking