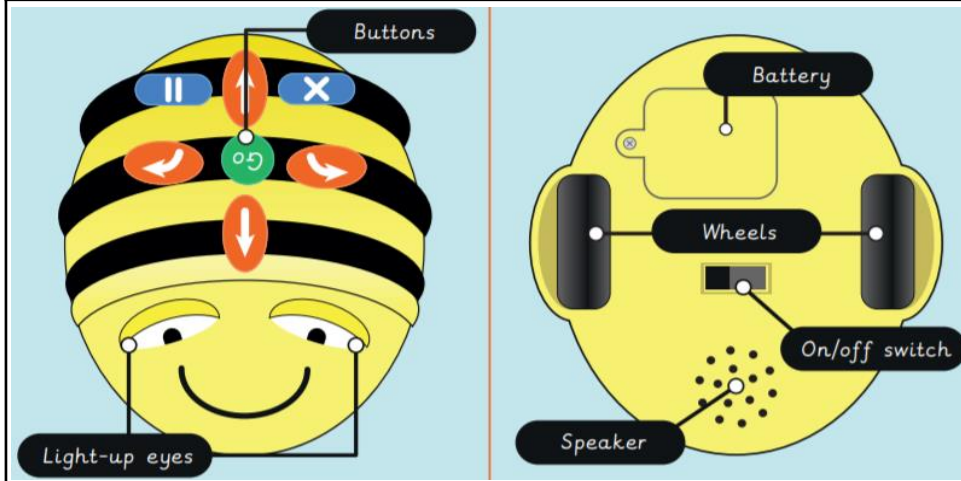|	Castlefield School- Computing		
	Topic: Programming – Bee-Bots.	Year: One	Theme: Designing, writing and debugging programmes.

How to use computers purposefully and safely.

- Learn how to explain something clearly to someone else.
- Explore how a Bee-Bot works and what it will do.
- Make a video to explain what a Bee-Bot is and how to use it.
- Create a new world for a Bee-Bot and direct the Bee-Bot around.
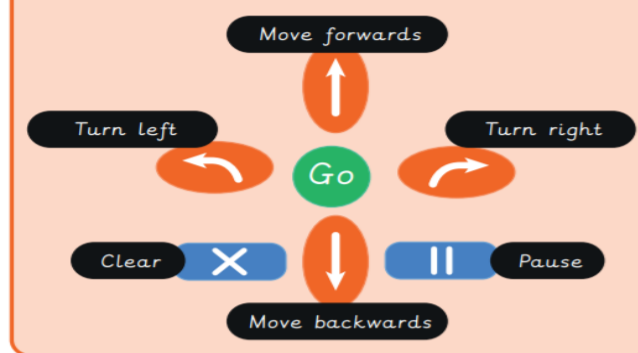- Program a Bee-Bot to find its way around the story of 'The Three Little Pigs'.

Key Skills

Key Vocabulary

Algorithm	A clear set of instructions to carry out a task.
Bee-Bot	A small, programmable robot with seven buttons: forwards, backwards, turn right, turn left, go, pause and clear.
Computing code	Words, numbers or symbols that make-up a language used to tell a computer what to do.
Computer program	Instructions that are written for a computer to follow. Also called apps.
Explain	Give clear information to someone else about how to do something.
Explore	Look at or try something new to learn more about it.
Instructions	A set of commands or directions on how to do a task.
Predict	Use information you have to make a guess about what might happen.
Tinker	To play with something to discover what it can (and cannot!) do.
Video	Moving pictures that make up a film, cartoon or animation.

Websites to help:

Explore using a virtual Bee-Bot at https://beebot.terrapinlogo.com/

Tip: turn the volume down!