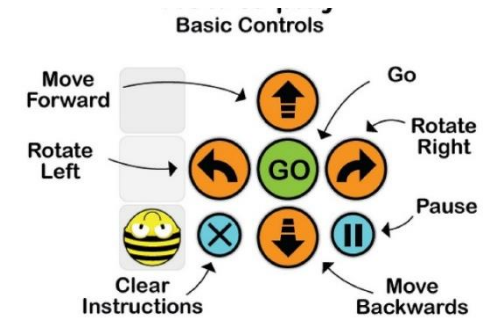
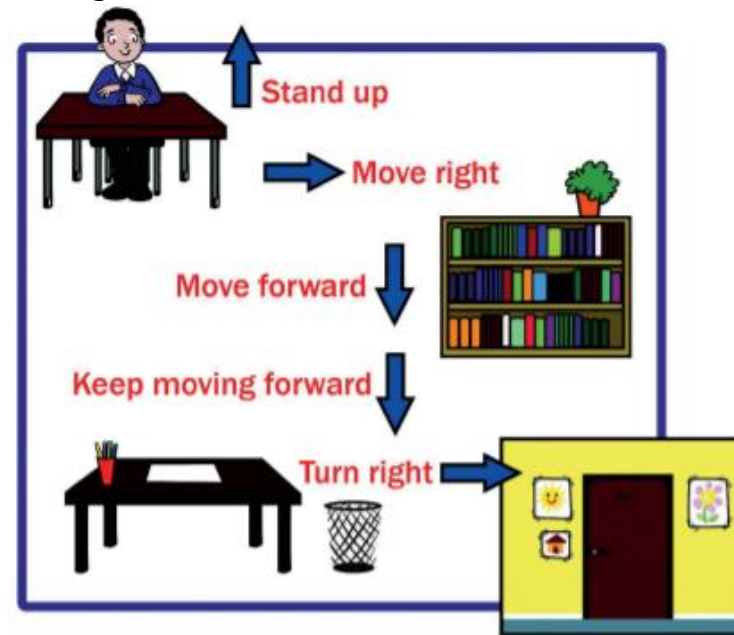




**Key Vocabulary**

Algorithm	A sequence of precise instructions or steps (sometimes a set of rules) to achieve an objective
Bug	An error or mistake in a program or algorithm, causing the computer or robot to behave in a manner that was not originally intended
Debug	Correct mistakes in a computer program or algorithm
Input	To put information into a computer; e.g., to give instructions to a robot.
Output	Information produced by a computer – in this case, movements of the robot
Program	A sequence of instructions (or sometimes a set of rules) that can be followed by a computer
Robot	A computer that can move, or that can move part of itself (Bee-bot)
Instruction	Information that teach how to do something
Predict	To say what you think will happen in the future
Sequence	To instruct or follow ideas (instructions) in the correct order.

**Key Instructions:**



Computing Skills learnt prior to this unit:

EYFS:

- Knows how to operate simple equipment e.g., turns on CD player and uses remote control.
- Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.

Computing Skills learnt in this unit:

Computer Science:

- Understand algorithms as sequences of instructions and how algorithms are implemented as programs on digital devices
- Create and debug simple programs
- Use reasoning to predict the behavior of simple programs.