

Title: Bee-Bot's Adventures Programs: Bee-Bot /		Year: 1 Duration: 1-2 weeks
Teaching Ideas	Subject	National Curriculum Objectives
<ul style="list-style-type: none"> Recap algorithms – ask children how did you move your race cars? (use of language – directional vocabulary) When you say “forward, forward, right, right” (model with child) what are you giving? (Instructions). Introduce algorithms as another term for instructions. Using a physical bee-bot (roamer/floor-bot) teach how to program algorithms. How would we move the roamer/floor-bot? (Give it instructions) Create a course for children to follow/navigate (possible garden themed or linked to topic?) HA – obstacles to navigate. Children to write algorithms to complete/navigate course. Introduce algorithms as programs on digital device (using I-Pads). When an instruction/algorithm is inputted to a device, it creates a program. Link to Bee-Bot app and model inputting algorithm to create program (what happens to Bee-Bot when I input this instruction?) Writing simple programs. Screen shot of Bee-Bot level. Children to plan and write directions (algorithm) for Bee-Bot to follow to complete level. Creating a program (algorithm) on digital device using Bee-Bot app. Start at Level 1 (able to differentiate) and work through. Solving problems which are movement based. 	<p>Computing</p> <p>Links to: Mathematical vocabulary – position, direction and motion Spoken language –</p> <ul style="list-style-type: none"> listen and respond appropriately to their peers <p>speak audibly and fluently</p> <p>Potential thematic links regarding course (designed around current topic work)</p> <p><u>Resources</u></p> <p>I-Pads with Bee-Bot app Bee-Bot/floor-bot/roamer Bee-Bot maps</p> <p><u>Key vocab</u></p> <p><u>Algorithm</u> – an instruction/direction which achieves a goal</p> <p><u>Program</u> – when a algorithm/instruction is inputted on a digital device</p>	<ul style="list-style-type: none"> To create simple programs