



# CAROLINE HASLETT KNOWLEDGE ORGANISER COMPUTING YEAR 1 AUTUMN 2 CODING

## VOCABULARY

**Algorithm** The steps needed to do a task, written in everyday language, in order (e.g. 'Press the button to eat the food.').

**Debugging** Finding and correcting mistakes (bugs) in code.

**Event** Code that runs when something happens, such as a button being clicked.

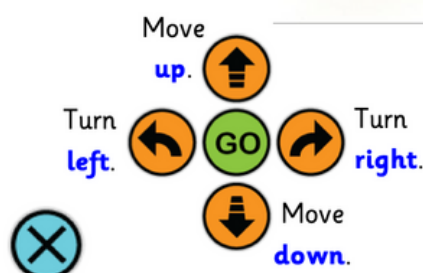
**Execute** Run code on a computer precisely to make a program.

**Object** An item on screen, such as an image, a button or some text.

**Testing** Checking if a program works how it should.

### Floor Robots

You can **control** how a floor robot moves by giving it a **sequence** of **commands** to follow.



Press the **clear** button to reset it for another go.

**Check** the commands and **predict** the route it will follow before pressing 'go'.

## SKILLS

- **understand** what instructions are and predict what might happen when they are followed.
- **use code** to make a computer program.
- Begin to understand how to code.
- **plan** and make a computer program.
- To use an event to control an object.
- To begin to understand how code executes when a program is run.

## KEY FACTS

Programming is when we make a set of instructions for computers to follow.

Programs run from start to finish.

Robots are one type of machine that can follow programs.

Floor robots include Bee-bots and robots.

Floor robots have buttons which help us to direct them. We can use algorithms (a set of guidelines to perform a task) to program floor robots along routes.

-**Robots:** Robots are machines that we can program to do human jobs.

-Robots help us to do things, for example to help us clean, mow and learn!

-Robots in factories make things, and in hospitals they help make us better.

