Goonhavern Primary School- Computing		
TOPIC: What might you find in the woods?	**YEAR: 1**	**STRAND: Programming**

What should I know already?	What will I know by the end of the unit?
● Basic use of Ipad ● Basic use of keyboard and mouse	How to create a simple series of instructions.
	To understand directional language.
	How to program a beebot to follow a series of simple instructions.
	To plan, test and debug a beebot journey.

School Values

Resilience   Collaboration   Creative Thinking   Self-Improvement

Five Ways to Wellbeing

Connect   Take Notice   Keep Learning

Vocabulary	
Beebot	A programmable toy. That can be programmed to go forwards, backwards, left and right.
Algorithm	A set of ordered instructions or a set of rules for performing a task.
Instructions	Instructions are written for someone who needs to know something. They are written in step by step points. They are written in chronological order. They can be written in words or using pictures.
Chronological Order	The order in which something has happened or is done.
Programming	The process of writing computer programs.
Debugging	Finding out and fixing a mistake.
Directional Language	Words such as; turn, forward, backwards, left, right, clockwise, anti-clockwise.

Image/diagram that helps me to articulate my knowledge/understanding	Possible ideas

This should link in with Maths (positional language) and could link in with geography (compass directions and maps) and literacy (instructional writing).

1. Devise a simple map.
2. Write instructions to be inputted into the beebot.
3. Program a person (give instructions) to get to a given place on the playground.