

Previously  
in EYFS,  
we  
learned:

Understandin  
g the World

KS1  
Wrens

## Programming Toys

Later in  
KS1 Robins,  
you will  
learn:

Scratch Jr  
Programming

### Knowledge

By the end of this unit of study, pupils will be able to:

One	create instructions using pictures.	<input type="radio"/>
Two	say why it is important to be precise when writing an algorithm.	<input type="radio"/>
Three	write instructions to program a person like a computer.	<input type="radio"/>
Four	program a Bee-Bot (or similar programmable toy) to move.	<input type="radio"/>
Five	debug a Bee-Bot (or similar programmable toy).	<input type="radio"/>
Six	program a sequence to make a Bee-Bot (or similar programmable toy) move.	<input type="radio"/>

### Useful Instructions

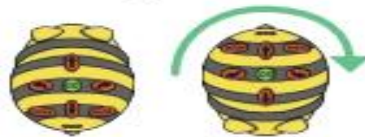
turn



quarter turn



half turn



### Key Learning

Understand that programs execute by following precise and unambiguous instructions.

Understand what a programmable toy is

Create and debug simple programs.

Use technology purposefully to create digital content

Understand what algorithms are

Understand how algorithms are implemented as programs on digital devices

### Key Vocabulary

algorithm

bug

code

debug

instruction

predict

program

sequence