

FS Computing (Computer Science)			
ELG	Knowledge	Skills	Vocabulary
<ul style="list-style-type: none"> • UTW – Technology – Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. 	<ul style="list-style-type: none"> • Understand that an object can be given a set of instructions on a computer. • Understand that a BeeBot is programmed not pushed 	<ul style="list-style-type: none"> • Plan out a set of instructions. • Write a simple program. • Debug a program if results not correct. • Program a BeeBot to move to a particular position. 	<ul style="list-style-type: none"> • Instructions • Run • Fix • Move • Turn • BeeBot • Program
Guided Play Tasks	Key Questions		Maths Links
<ul style="list-style-type: none"> • Lightbot Basic Programming • BeeBot (Code-It) 	<ul style="list-style-type: none"> • <i>How would you explain, in words, what the turn and jump instructions do (precisely)?</i> • <i>How did you come up with a solution to a new level (All in one go? A step at a time?)</i> • <i>If Lightbot did not do what you wanted, how did you find the mistake and fix it?</i> • <i>Do we push or program our BeeBot?</i> 		<ul style="list-style-type: none"> • Position & Direction.
Previous Learning		Future Learning	
		<ul style="list-style-type: none"> • Understand that when a computer does something, it is following instructions called code (K) • Write code to make objects move in a certain direction (S) • Explain how their code makes an object move (S) • Write code and combine images to make a simple game (S) • Program a Beebot to move around a pre-designed world (S) 	