

Year: 1  
Term: Autumn 2  
Topic: Programming - Moving a Robot

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

**Robots** are one type of machine that can follow programs. Floor robots include Bee-bots.

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

**Bee-bots** are a type of floor robot.

We can **programme** Bee-bots to move around.

To turn it on, use the switch underneath. You can tell that the Bee-bot is on because its eyes light up.

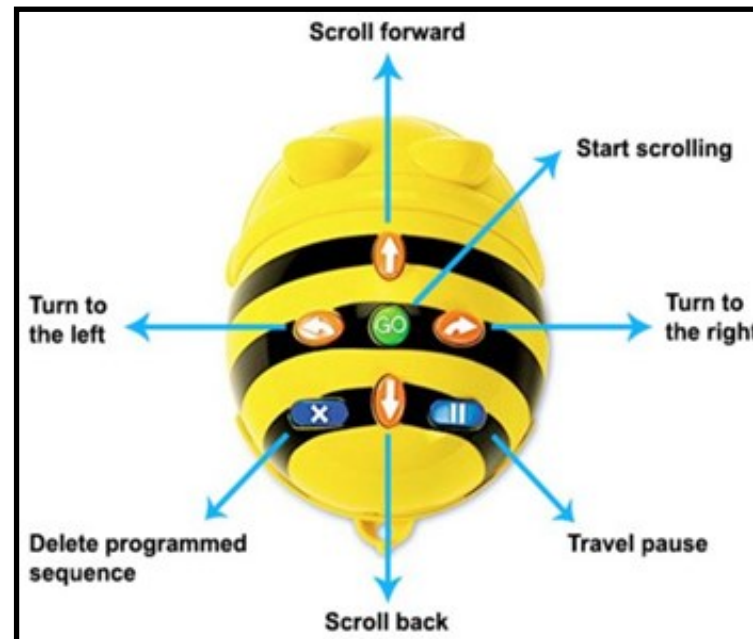
Bee-bots have **buttons** on the top. They each make the Beebot do something different,

The **arrows** move the Bee-bot in different directions.

The **GO** button makes the Bee-bot start its program.

A **program** is a series of instructions. We can program the Bee-bot by pressing the direction buttons (in order) that we want it to move in, followed by GO.

The **X button** makes the Bee-bot delete the program and make a new program. Switching the Bee-bot off and on again also deletes the program.



## Glossary

**algorithm** A set of instructions to perform a task.

**command** A single instruction that can be used in a program to control a computer or robot.

**directions** The way in which we face.

**program** A set of ordered commands that can be run by a computer to complete a task

**route** The course that we travel to get somewhere.

