Robot Algorithms

I have already learned:

- How to make a BeeBot move forwards and backwards
- How to make a BeeBot turn left and right
- To predict what will happen to a BeeBot when it is given a certain set of instructions

KNOWLEDGE GEMS

I am going to learn:



 To create my own set of instructions to make a BeeBot move

- To find and fix problems in my instructions
- To design and make my own BeeBot floor mat



Outcome: Create a perfect set of instructions to make a BeeBot move across a floor mat and avoid obstacles

٩	Career
de	bugging
со	ommand
al	gorithm
prog	gramming
	route
0	bstacle

Y12 - CYCLE A - SUMMER 1

s in programming ×



Designing, creating and programming robots.





Finding and fixing mistakes.		
An instruction given to a computer		
A list of instructions that tell you what to do step by step		
Telling a computer to follow your instructions	START	
A path taken from a starting point to an end point		
An object that blocks or gets in the way of something that is moving		



Which strands of computing have you been learning about today?

Building Blocks to E-Safety



E-Safety Tips

- Always ask a grown-up for help when using technology, and never use them without permission.
- Always handle technology gently, so you don't break it or get hurt yourself.
- Remember to take breaks and stretch your body while using computers. It's important to take care of your health and wellbeing even when using technology.

Useful Links









Code Monkey game

