Year 1 - Computer Science

Key Facts

Tinkering
Changing things to see what happens

Creating
Designing & making

Debugging
Finding & fixing errors
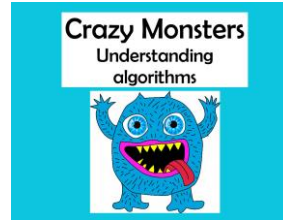
Persevering
Keeping going

Collaborating
Working together

Links to prior learning:
- Robot Mice, Coding apps — Reception

Crazy Monsters
Understanding algorithms

Algorithms — Unplugged

An algorithm is a precise list of instructions, or rules, that make something happen. Algorithms must be clear.

Bee-Bots & Mazes

Bee-Bots will follow the instructions that we give them. The instructions must be in the correct order. We can use "repeat" to make the same things happen more than once.

forwards/up
left — right
backwards/down

J2code

When you learn to code you can make things happen on your computer. You must put the code in the right order. It will tell your computer what you want it to do first.

The hand that forms an "L" is your left hand and left side.

Daisy the DINOSAUR