



Linked learning theme: Spring term, Year 1

Computing – Programming A – Moving a robot

Prior Learning

- As this is a Year 1 unit, no prior knowledge is assumed.

Core knowledge

This unit introduces learners to early programming concepts. Learners will explore using individual commands, both with other learners and as part of a computer program. They will identify what each floor robot command does and use that knowledge to start predicting the outcome of programs. Learners are also introduced to the early stages of program design through the introduction of algorithms.

Key skills

- To recognise that buttons can control outputs.
- Use instructions to determine directions.
- Program a device to move forward and backwards.
- Program a device to move in four directions.
- Predict, test and debug programs.
- Plan for and achieve outputs.

Vocabulary

Button
Debug
Output
Predict
Program
Sequence

Learning Outcomes

- To explain what a given command will do.
- To combine forwards and backwards commands to make a sequence
- To combine four direction commands to make sequences
- To plan a simple program
- To find more than one solution to a problem