

Year 1 Knowledge Organiser- Computing - Programming.

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. The unit is paced to ensure time is spent on all aspects of programming and builds knowledge in a structured manner. Learners are also introduced to the early stages of program design through the introduction of algorithms.

Key Vocabulary
Programming
Robot
Beebot
Instructions/directions
Forward
Backwards
Left
Right
De-bug

