

Year 2
Robot algorithms

Key vocabulary

algorithm	Step-by-step instructions to complete a task.
programs	How the algorithm is run as code on the robot.
Obstacle	An item/object that gets in the way or blocks your route.
Design	To make or draw plans.
Debugging	Finding and fixing errors in algorithms and programs.
Error	A mistake.
Chunking	Breaking down something into smaller chunks.
route	The way that we travel to get somewhere.

Apps/ Software



Bee-Bot App



Voice Recorder



Bee-Bot Robot

Designing an algorithm

- 1 We create a program for a robot to follow given route.
 - 2 We decide on a start point and an end point.
 - 3 We look for any obstacles for our robot.
 - 4 We program using symbols like the ones below.
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- 5 We test our program.
 - 6 We find any problems and debug.

Debugging

Sequence errors	An instruction in the sequence is wrong or in the wrong place.
Keying errors	Typing in the wrong code.
Logical errors	Mistakes in the plan or your thinking,