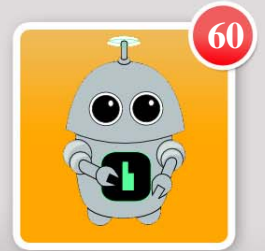
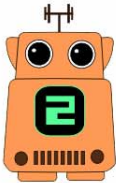




Preparation



Learning



Using a Turtle Program or Bee Bots to learn about Algorithms

DFE Computing Curriculum Subject Content Covered:

Key Stage 1 Subject Content:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs

Resources and Preparation:

You will need:

Either some Bee Bots or some Turtle Software (MSW Logo/Scratch)
A production line for students to follow with a Bee Bot or Turtle Software
Possibly an instruction/help sheet if you feel this will be required

This (from the sweet factory group) may help too: <https://docs.google.com/file/d/0B24Znho85BCTdnFzTWxsNHNsS1U/edit?usp=sharing>

Lesson Outline:

- This lesson varies depending on which resource you decide to use.
- Show students the production line that you would like them to follow.
- Discuss writing instructions and planning out steps (algorithms).
- Show the students the commands that the Turtle or Bee Bot understands.
- Ask them to come up with some instructions.
- Get them to test them out, modifying them as required.

This lesson would best suit...

All



Resource Contributor/s:
Omar, Julia, Kelly and Stacey