Programming : We're Going on a Bear Hunt

Key outcomes:

- Use logical reasoning to solve a problem.
- Use a programmable toy to create a simple program.
- Uses ICT hardware to interact with age appropriate computer software .
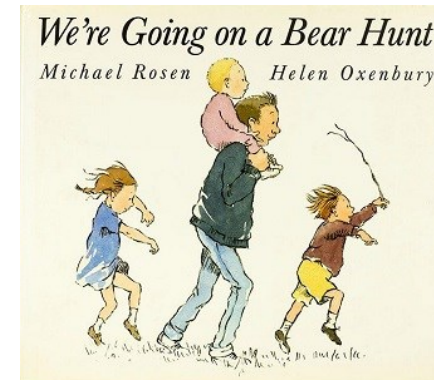
Key Skills:

- Follow simple instructions.
- Sequence actions.
- Create simple instructions.
- Explain my reasons for choosing the actions.
- Direct the robot to follow simple instructions.
- Use more than one command.
- Fix errors through trial and error.

Possible programs/ websites:

- Matatalab
- Beebot app

Key texts:

We're going on a bear hunt

What the ladybird heard

We should already know:

- Robots follow simple instructions.
- Repeated actions have an effect.
- Experience of simple maps.

Key Vocabulary:

Algorithm	Place a sequence of instructions in the correct order to make something work, such as programming a washing machine.
Command	Telling someone or a robot to do something.
Debug	If the program does not work, can we find the error and correct it.
Program	A set of instructions that makes something happen.
Robot	A machine capable of carrying out a complex set of actions programmed or coded by a computer
Sequence	Place instructions one after the other in the correct order, such as the sequence of lights on a traffic light.