

MPUTING: PROGRAMMING KNOWLEDGE ORGANISEI

Buttons and Programs

-Buttons: Bee-bots have buttons on the top. They each make the Beebot do something different (see picture).

-The arrows move the Bee-bot in different directions.

-The GO button makes the Bee-bot start its program. (on some models, it also pauses the Beebot in-program).

-Programs: A program is a series of instructions. We can program the Bee-bot by pressing the direction buttons (in order) that we want it to move in, followed by GO.

-The X button makes the Bee-bot delete the program and make a new program. Switching the Bee-bot off and on again also deletes the program.



			Imp	Important Vocabulary					
Programmed	Robot	Algorithm	Button	Direction	Forward	Backward	Lef		

Overview

Moving a Robot

Programming is when we make a set of instructions for computers to follow.

-Robots are one type of machine that can follow programs. Floor robots include Bee-bots and Blue-bots. -Floor robots have buttons which help us to direct them. We can use algorithms (a set of guidelines to perform a task) to program floor robots along routes.

Robots and Floor Robots

-Robots: Robots are machines that we can program to do human jobs.

-Robots help us to do things, for example to help us clean, mow and learn!

-Robots in factories make things, and in hospitals they help make us better.

-Bee-bots: Bee-bots are a type of floor robot. -We can programme Beebots to move around.



Bee-bots should only be used on the floor, and not tables etc. They can be damaged if they fall from high surfaces. (Other floor robots, e.g. Blue-bot, can also be used).



To turn it on, using the switch underneath. You can tell that the Bee-bot is on because its eyes light up. Switch it back off again after you have finished using it.







Routes and Algorithms

-A route is the course that we travel to get somewhere. We use algorithms (a set of guidelines to complete a task) to

program our floor robot to take a route to where we want it to go.

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-We should think carefully about how to avoid obstacles. We should also consider how many times we need to press each button to travel the correct distance.

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