



Computing		Year 1	
Focus: Moving a robot			
Age related vocabulary			
Algorithm	Instructions given to a computer.	Debug	Finding and correcting a problem on a computer.

Carlton Assessment Grid			
Success Criteria	Pupil Reflection		Teacher Assessment
I can explain what a given command will do.	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can follow an instruction and can give directions.	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can experiment with turn and move commands to move a robot.	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can plan a simple program by choosing the order of commands in a sequence.	Before <input type="checkbox"/>	After <input type="checkbox"/>	
I can debug a program.	Before <input type="checkbox"/>	After <input type="checkbox"/>	

Key Knowledge

- The buttons tell the Bee-Bot what to do. This is called a command.

