







Autumn-Computer Science	Vocabulary	Key driver: Determination	Question  How can I programme a Beebot to move around a set space?	
Bee bots	Instructions, directions Forwards, backwards, commands, Left, right, turn, commands, Plan, algorithm, program, Route, plan, program.	<ul> <li>Key skills: I can use technology purposefully</li> <li>Year Enquiry: How can I use Technology purposefully?</li> <li>Topics: Coding, Beebots</li> <li>High-Quality Outcome: Plan a simple program</li> </ul>		
Lesson 1	Lesson 2	Lesson 3	Lesson 4	Lesson 5
WALT: explain what a given command will do  Outcome: Learners will talk about what the buttons might do and then try the buttons out.	WALT: act out a given word  Outcome: learners will think about the language used to give directions and how precise it needs to be.	WALT: combine forwards and backwards commands to make a sequence  Outcome: learners are developing a depth of knowledge in the concepts surrounding programming	WALT: combine four direction commands to make sequences  Outcome: Learners will create their programs in this lesson through trial and error before moving on to planning their programs out in the next lesson	WALT: plan a simple program Outcome: Learners will program, test and debug their program.  Lesson 6 WALT:To find more than one solution to a problem Outcome: learners to plan their routes and explore more than way to solve a route.
Content	Coherence	Creativity	Compassion	Community
Children will learn the principles of basic coding. They will understand how coding fits into the modern world.	Children will have been exposed to Beebots through play in EYFS. This will be there first formal teaching of computing.	Children will make connections with algorithms all around them. They will begin to make links with the outside world and the algorithms around them.	Children will explore technology and understand how robots are different from us.	Children can make links with the machinery at the BMW plant where many parents work.







