

Knowledge Organiser – Moving a Robot (Computing - Year 1 and 2)



Key Vocabulary	Definition
Robot	A robot is a machine that can be programmed to tell it what to do.
Algorithm	A clear set of instructions to carry out a task.
Program	A series of instructions that are written for a computer to follow.
Clear button	This button clears the robot's memory so that it forgets any instructions or buttons that were pressed before.
Go button	This button tells your robot to start moving and begin running the program or you can press it to stop your robot.
Command	A clear, precise instruction.
Beebot	A small, programmable floor robot with seven buttons e.g. forwards, backwards, turn left, turn right, go, pause and clear.
Bug	An error or problem in a program.
Debug	To find and solve problems within a program.

