



Respect, Believe, Achieve

Year 6 Robots Computer Science



Key Words

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robot	A moving electronic machine.
input	Components which send information to the computer e.g. camera, button.
output	Component which send information from the computer e.g. screen, light, speakers.
abstraction	Making things simpler to make interaction between people and computers easier.

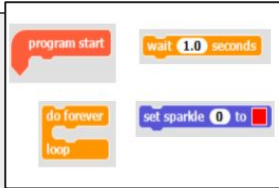
What do I already know?

- I can describe the algorithm that I will need for a simple task
- I can use a full range of commands to extend programming possibilities
- I can control lights with a computer
- I can use inputs to change a program on a physical device
- I can troubleshoot problems in components and programming

Our Learning Steps

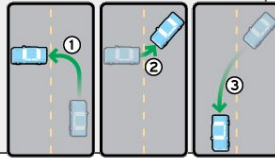
1. Play and explore

I will explore simple commands to control motors.



2. Drive, turn and stop

I will learn to program a vehicle to follow a certain route.



3. Inputs

I will program my vehicle to respond to light and dark, and follow a path.



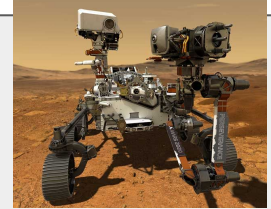
4. Plan and invent

I will invent a useful transportation Machine. It will use inputs and outputs. I may design a suitable body.



5. Complete Your robot

I will make my robotic vehicle. I will decide how successful it is using my planning criteria.



6. Assessment: Evaluate the Game

I can control movement with a computer. I can use inputs to change program. I can troubleshoot problems in components and programming.

