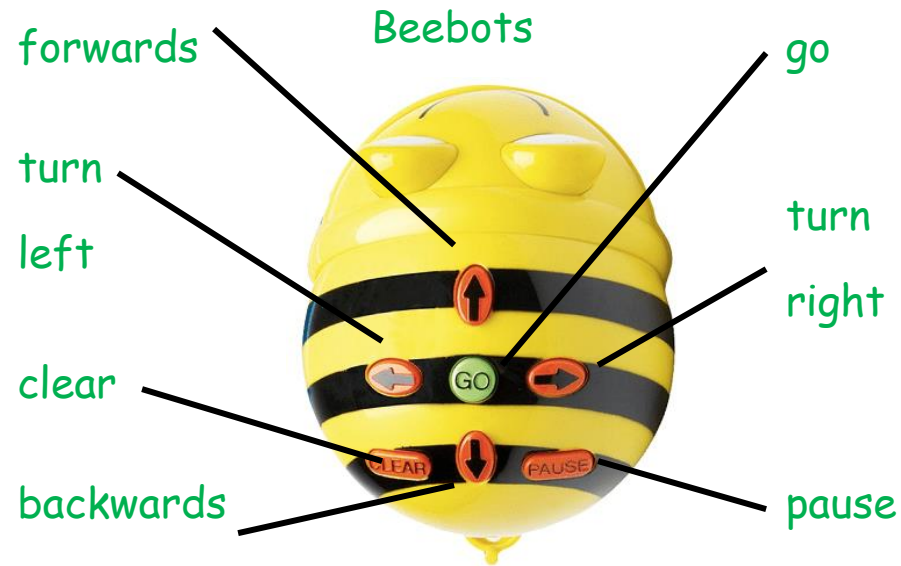


Programming

Giving instructions

Programming means giving instructions. When programming a floor robot, such as a beebot, the robot is given instructions to move from one place to another. The instructions must be clear and include every step. Other ways to practise programming skills include programming a partner or writing instructions to complete a task.



Key vocabulary

algorithm	Step by step instructions to solve a problem.
debug	Find and fix mistakes in a computer program.
sequence	A set of instructions to be followed in order.
clear	This button deletes the previous instructions and must be pressed before starting a new algorithm.

Recording an algorithm

The algorithm 'forwards, forwards, turn left, forwards' would be recorded as:

- ↑ x 2
- ↶ x 1
- ↑ x 1

Find the algorithm

What would the algorithm be to move from:

- the volcano to the cave?
- the waterfall to the swap?
- the beach to the ship?

