River Bank Primary Knowledge Organiser	Year 1	Autumn Term 2	We are treasure hunters

What we will learn

Moving a Robot

Robots are one type of machine that can follow programs. Floor robots include **Bee-bots** and Blue-bots.

Floor robots have buttons that help us to direct them. We can use algorithms (a set of guidelines to perform a task) to program floor robots along routes.

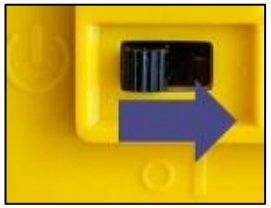
The Beebot

Bee-bots: Bee-bots are a type of floor robot.

We can **programme** Bee-bots to move around.

Bee-bots should only be used on the floor, and not tables etc. They can be damaged if they fall from high surfaces. (Other floor robots, e.g. Blue-bot, can also be used).

To turn it on, using the switch underneath. You can tell that the Bee-bot is on because its eyes light up. Switch it back off again after you have finished using it.



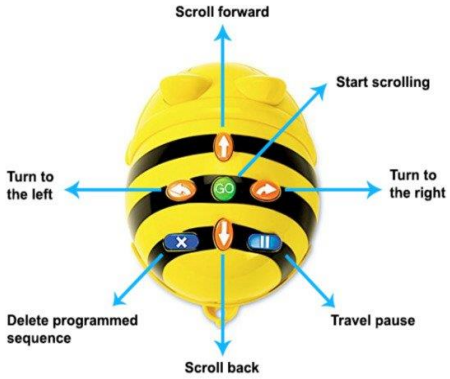
Buttons and Programs

Buttons: Bee-bots have buttons on the top. They each make the Beebot do something different (see picture).

The **arrows** move the Bee-bot in different directions.

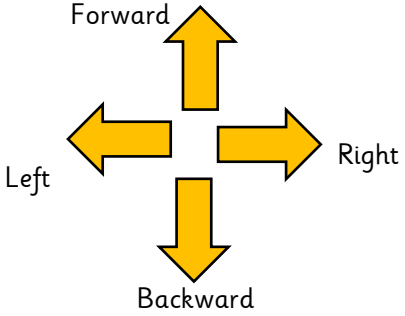
The **GO** button makes the Bee-bot start its program. (on some models, it also pauses the Beebot in-

We can **program** the Bee-bot by pressing the direction buttons (in order) that we want it to move in,



The **X** button makes the Bee-bot **delete** the program and make a new program.

Directions



Routes and Algorithms

A route is the course that we travel to get somewhere. We use algorithms (a set of guidelines to complete a task) to program our floor robot to take a route to where we want it to go.