

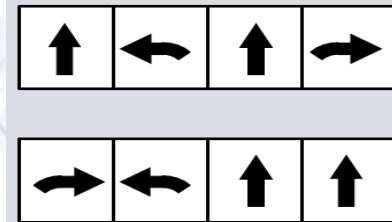
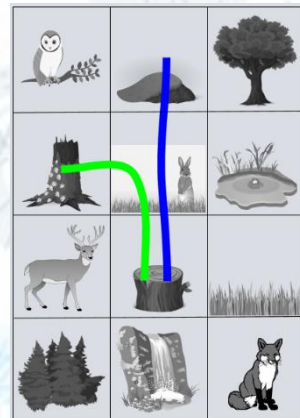
YEAR 2 – SUMMER 1 – COMPUTING Knowledge Organiser

Vocabulary

Outcome	What happens at the end of a program, action or algorithm
Prediction	What you think will happen
Algorithm	A set of (ordered) instructions to complete a task
Debug	Testing your program (and correcting it) if there are errors
Verifying	Checking to see if it (your program) works

Ordering

The order in which you give instructions is crucial. Here (below), you can see that the same instructions give different solutions as they have been given in a different order:



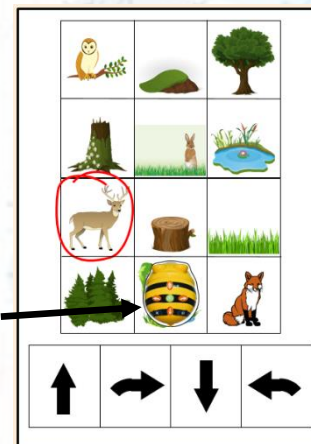
Can you tell which set of instructions makes the blue line?

Which set make the green line?

Predicting

It is important to think logically and say what you think will happen before a program takes place.

Where do you think this BeeBot will end up when this program runs?



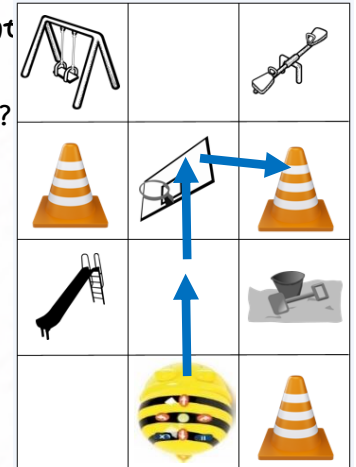
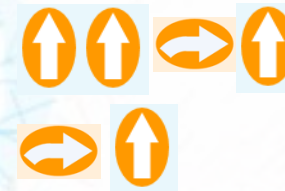
Debugging

Sometimes, there can be a problem in a program.

Something in it is not quite right or it did not do what we wanted.

This happens all the time in computer programming, and those problems need fixing. Fixing a program is called **debugging**.

The code below is meant to take the BeeBot to the swing. Does it work?



If you follow the route through, I turned right at the basketball hoop, I needed to turn right!

This should be the correct algorithm:



Youtube: https://www.youtube.com/watch?v=iNg5QLqYP_Y - Introduction to BeeBots