

Design and Technology Knowledge Organiser

Topic : How can authors inspire us to be imaginative

Year KS1

Strand: BeeBot Programming & Design

Southwold Primary School



What should I already know?

- I know how to make the Bee-Bot move by pressing the buttons on the top of the Bee-Bot, to make it move forwards and backwards in a straight line and also how to make it turn left and right.
- I know to look at and listen to the Bee-Bot carefully to notice the last set of instructions and see/hear the inputs. (Eyes flash/beeps).
- I know to press the 'go' and 'clear' buttons to start Bee-Bot moving and clear the previous set of instructions.

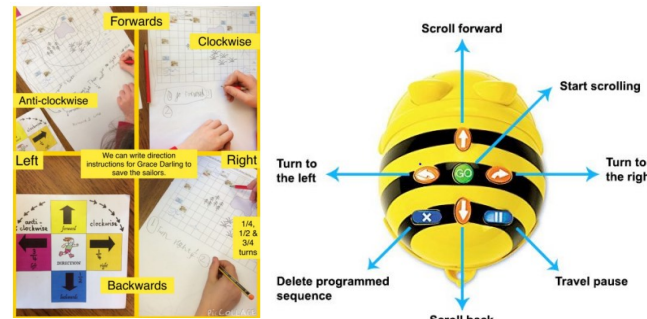
What will I know by the end of this unit?

- To program a Bee-Bot, I press one instruction at a time, using the arrow buttons.
- I must press on the cross first, to delete (remove) the past algorithm. I know that I can press on the cross to delete (remove) an algorithm I make a mistake.
- When I have finished pressing the buttons, I then press the green 'go' button.
- If the Bee-Bot doesn't do what I want it to, I am able to work out what went wrong and this is called debugging.
- I have to write instructions down for other people to follow.
- How to evaluate and improve my sequence (debug) Y2.

Design Technology: Skills and Enquiry

- Giving clear and precise instructions.
- Consider the order of instructions within a sequence.
- Use logical reasoning to predict an outcome.
- Evaluate existing products and design and create an eye-catching, fit for purpose mat.

Design



What will I be able to do by the end of this unit?

Design:

Explore existing mats for BeeBot and evaluate.

- Use what I have found from my investigation to design a project related mat (Charlie & the Chocolate Factory).
- Think about who my product is for and design for them.
- Communicate ideas by creating a labelled design with what I will need and how I will make it.
- Write an algorithm for BeeBot for my friends to follow.

Make:

- Make list of instructions to fulfil a design brief.
- Make a themed, eye-catching mat.
- Select and use a range of tools and equipment.

Vocabulary

command	Give an order.
design	What it should do.
code	How it is done.
device	A piece of mechanical or electronic equipment adapted for a particular purpose.
sequence	A particular order in which related things follow each other.
program	A set of instructions.
de-bug	To find the reason something will not work.
algorithm	A process or set of rules to be followed.

Existing Products

