Spring 1 Knowledge Organiser

Floor Robots

You can **control** how a floor robot moves by giving it a **sequence** of **commands** to follow.

Move **up**.

Turn **left**.

GO

Turn **right**.

Move **down**.

Press the **clear** button to reset it for another go.

Check the commands and **predict** the route it will follow before pressing 'go'.

Programming Vocabulary

Algorithm	The steps needed to do a task, written in everyday language, in order (e.g. 'Press the button to eat the food.').
Debugging	Finding and correcting mistakes (bugs) in code.
Event	Code that runs when something happens, such as a button being clicked.
Execute	Run code on a computer precisely to make a program.
Object	An item on screen, such as an image, a button or some text.
Testing	Checking if a program works how it should.