



# Computing – Friday 29<sup>th</sup> January 2021



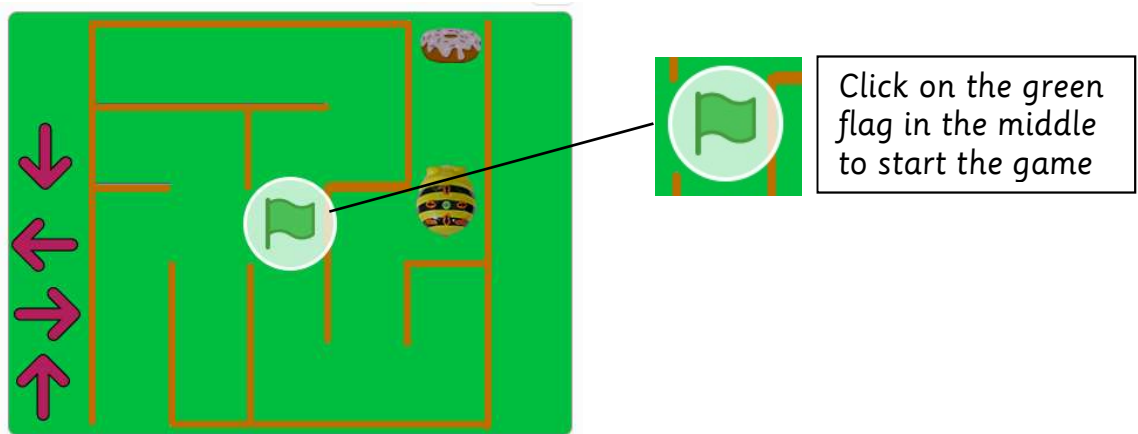
This week we are building on your learning about algorithms.

Do you remember using BeeBots in school before?  
Do you remember how they move?

Today you will explore how a BeeBot moves using an online program on this link using a laptop, ipad, or other mobile device –

<https://scratch.mit.edu/projects/44519864/>

It looks like this:



## Task 1:

Have a play with the program and control the BeeBot using the arrow keys (→) on the side.

Remember that if you click the right → and left ← arrow keys it will turn the BeeBot, so then you have to use the forward arrow ↑ to carry on that path.

## Task 2:

Now, set the program to the beginning again by clicking the green flag at the top of the maze.



This time, write down the sequence of arrows you predict you will need to get the BeeBot from the starting position to the donut, before you start clicking them.



Then use your sequence, or algorithm, to move the BeeBot on screen.

Did it reach the destination without any errors?

If not, look at your sequence and find changes you can make to correct it, or debug the program. Reset the game and try it again with your new debugged sequence.

## Challenge:

Ask someone at home or at school to create a sequence of 10 arrows.

Predict where you think the BeeBot will end up.

Try the sequence now. Are you correct?