

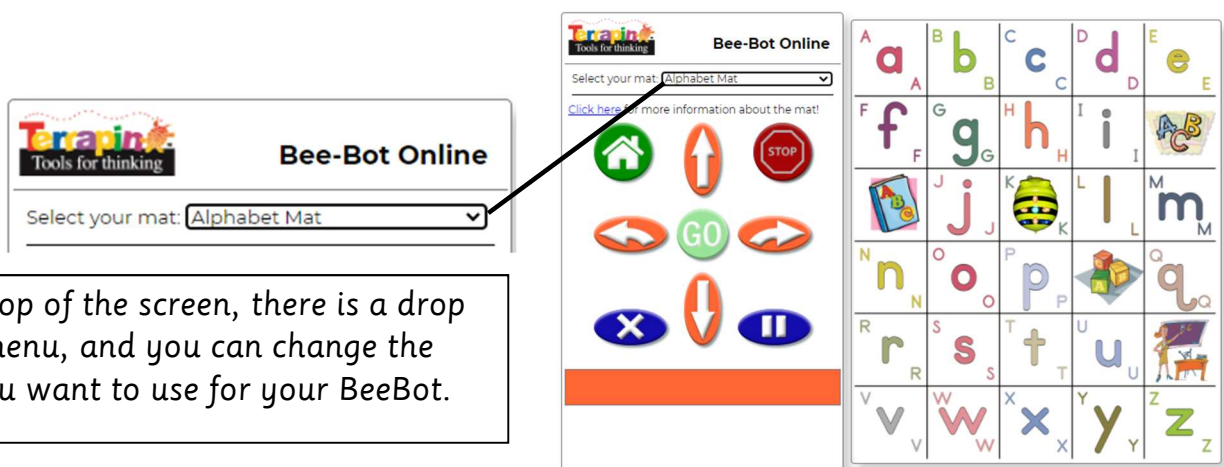
Monday 8th February 2021

Computing – Algorithms

Learn to understand what algorithms are; how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions.








This week we will be building on your learning about how BeeBots move. This time you will predict how they would move using the same program as last week (program can be accessed on a laptop or mobile device):

<https://beebot.terrapinlogo.com/>

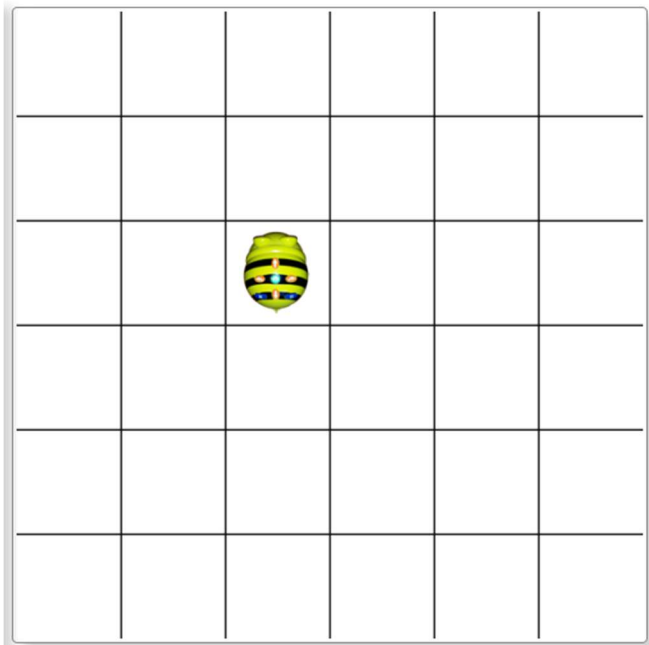


Here are instructions on how to use the program for the virtual BeeBot.

Program a virtual Bee-Bot to traverse the mat.

- Select a mat from the dropdown menu.
- Use the mouse to drag Bee-Bot to the preferred starting position.
- Click , , and  to code a path for Bee-Bot to follow across the mat.
- Commands appear in the orange bar as you select them.
- Click  to watch Bee-Bot follow the commands step by step.
- Click  to stop Bee-Bot during a program.
- Click  to start over and create a new program.
- Click  to move Bee-Bot to the original starting position.

Task 1: Change the mat on the drop down (shown above) to 'BeeBots Card Mat', which looks like the one below. Sequence the algorithm that you would need to write your initial.

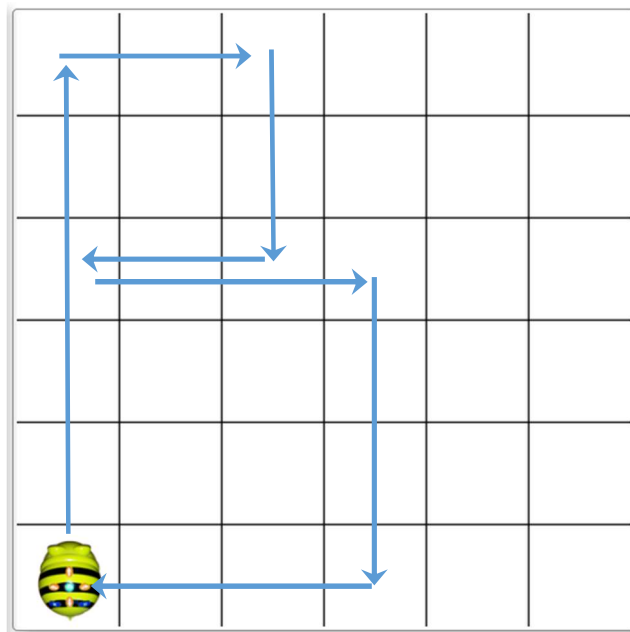


Program the BeeBot to move and 'write' the initial for your name.

You can move the BeeBot to a better starting point for your letter with your mouse or by dragging it.

Mrs Ball and Mrs Braid could use the letter B.

For a letter B you would have to draw or write with the BeeBot like this.



Task 2: Once you have created a correct sequence for the initial of your first time, have a go with the initial for your surname.