



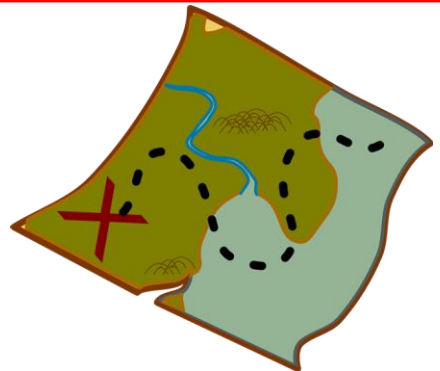
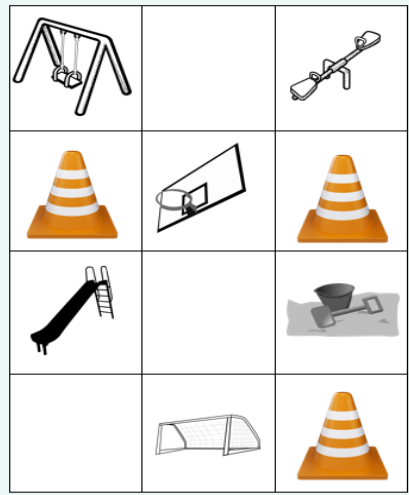
Vocabulary I will learn...

Key Vocabulary	Definition
Design	To put together instructions to make something.
Debugging	Putting something right if it does not work.
Decomposition	Breaking it down into easier pieces to work with.
Algorithm	Set of instructions
Instruction	Something that you tell the computer/technology to do.
Sequence	An order of instructions.
Unambiguous	To make something clear.
Program	To give something a set of instructions.
Route	The direction you want it to go.
Prediction	To make a sensible guess



This is a beebot. They have a computer inside and cannot follow instructions by themselves.

We can make someone do something we want by giving them **instructions**.



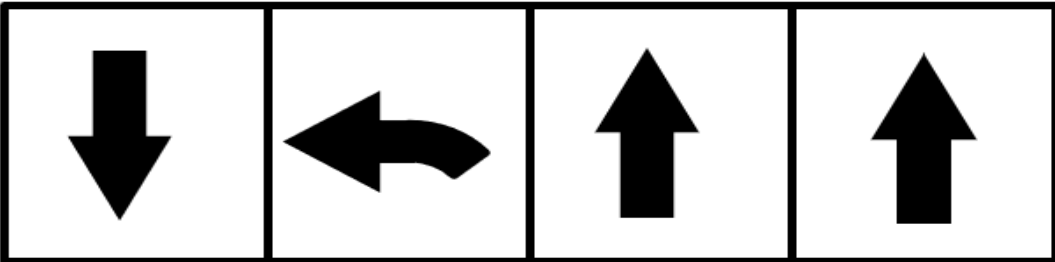
Maps and mats. Obstacles are things that might get in the way.

Part 1 Part 2

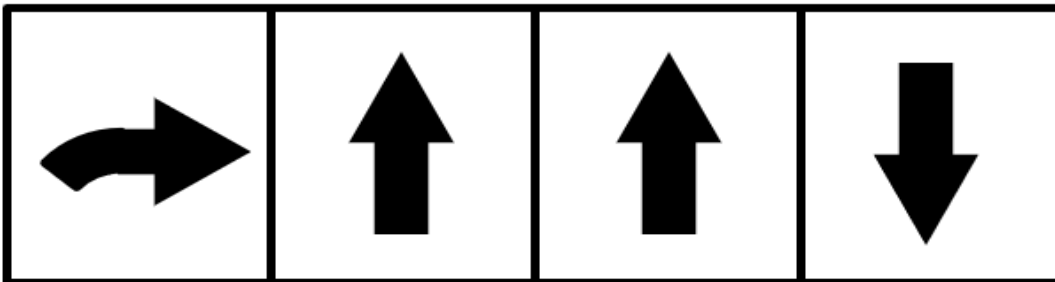
When programmers have a long set of instructions, they break into in to smaller parts.



Follow the directions and see where you end up.



Would this take me to the pond? Can you fix the problem?



Would this take me to the tree trunk? Can you fix the problem?

Programming in real life...

These objects are programmed to follow instructions.

