Year 1 Computing: *Maze Explorers* (Computer Science)

Prior Learning

- I know directional language (forwards, backwards, sideways)
- I can describe a familiar route
- I can follow a set of simple instructions to complete a tasks.
- I know that I can change my instructions if something goes wrong.
- I can program a programmable toy to make it move
- I can notice and correct an error in a repeating pattern.

Sticky Knowledge

- I understand how the direction keys work.
- I know how to create and debug a set of instructions.
- I can use the additional direction keys as part of my algorithm.
- I know how to change and extend the algorithm list.
- I can set challenges for my peers.
- I can open a 2Do set by my teacher to try out the work of others.

2Go

Undo an instruction
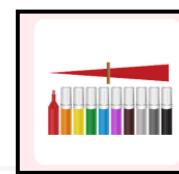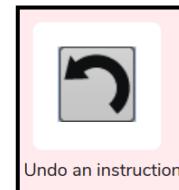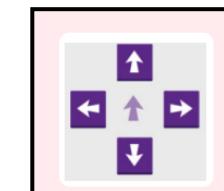
Key Vocabulary

algorithm	A clear step by step set of instructions.
challenge	A task to be completed.
command	An action such as left or right.
direction	The path in which something travels. For example, a robot moving forwards, backwards or diagonally.
instruction	Detailed information about how something should be done.
left and right	A position which relates to something. For example, make the fish move 'left' of the screen.
undo	If we make a mistake, we can press the 'undo' button.
route	A path an object or thing takes to get somewhere.
unit	A unit such as 'make the turtle move 2 units right'