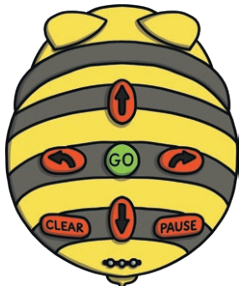
Key Vocabulary

algorithm	A list of step-by-step **instructions** that a computer follows in order to get a task done.
bug	A mistake or error in a computer program.
code	A set of **instructions** written in a **programming** language that a computer can understand.
debug	To find, remove or correct errors in a computer **program**.
instruction	Something that somebody tells you to do. It can also be an order given to a computer.
predict	To guess what a possible outcome could be.
program	A set of **instructions** given to a computer so that it can function properly.
sequence	The order events must be performed in to complete a task.

What Is a Programmable Toy?

A programmable toy, such as a Bee-Bot or similar programmable toy, is a robot that can be **programmed** to follow a set of **instructions**. A programmable toy usually has buttons that can be pressed in a **sequence** to give it **instructions**. The robot will then follow the **sequence** as it has been **programmed**.



What Is Debugging?

When you create an **algorithm**, it is important to test it to see if it works. If there is a **bug**, the **algorithm** will not work correctly. Make sure to check for **bugs** in the **algorithm** and **debug** it. You can then test the **algorithm** again to see if it works.

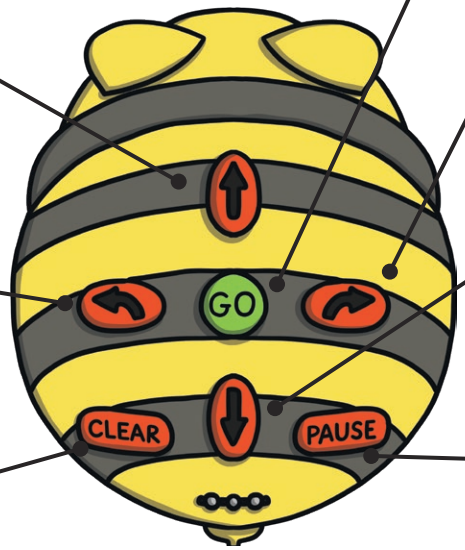
Programming a Bee-Bot (Or Similar Programmable Toy)

Press the **forward** button to move forwards.

Press the **GO** button to start the **program**.

Press the **right** button to turn to the right.

Press the **left** button to turn to the left.



Press the **backward** button to move backwards.

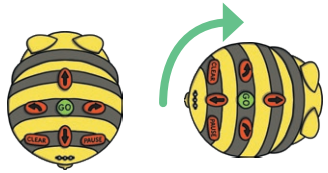
Press the **CLEAR** button to start entering the **instructions** all over again.

Press the **PAUSE** button to stop the **program**.

Useful Instructions

turn

quarter turn



half turn

Top Tips for Programming Toys

- The **instructions** should also be **programmed** in the correct **sequence**.
- Don't forget to test your **algorithm** and **debug** it if there is a **bug**.
- Press the **CLEAR** button (or a similar button) to start the **instructions** all over again.