

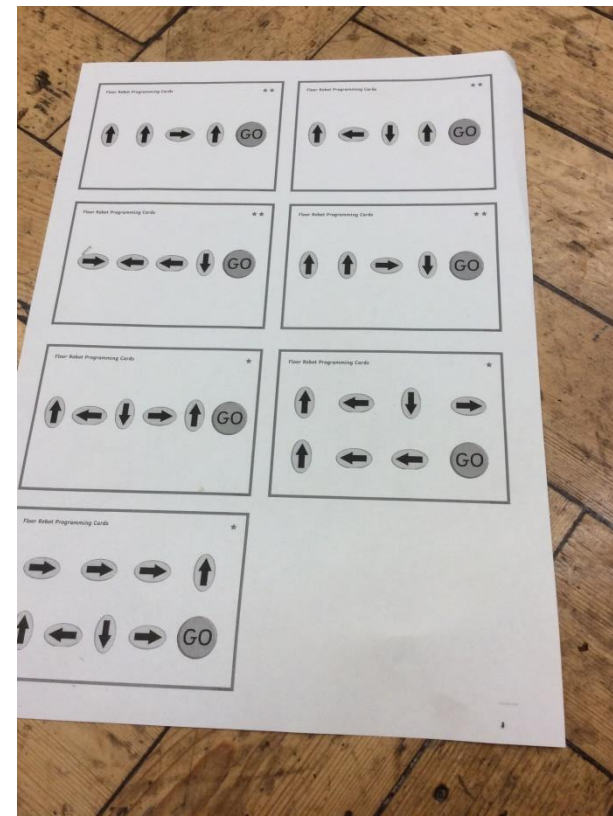
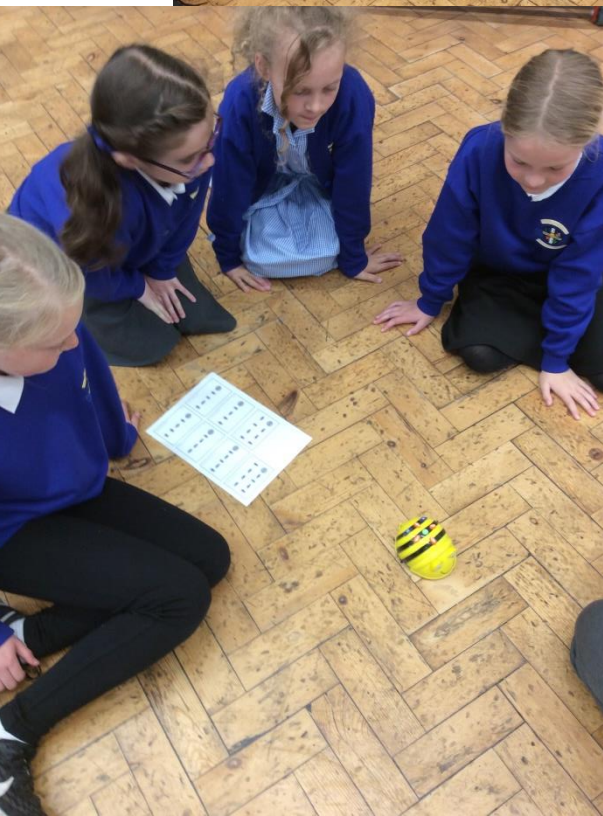
DT and Adventure Maps Computing

Summer 2021

Class Lynher



We learnt about inputs and outputs and then programmed the Beebot to follow instructions.





First we looked at ready made adventure maps. We found the key features and thought about what worked well.

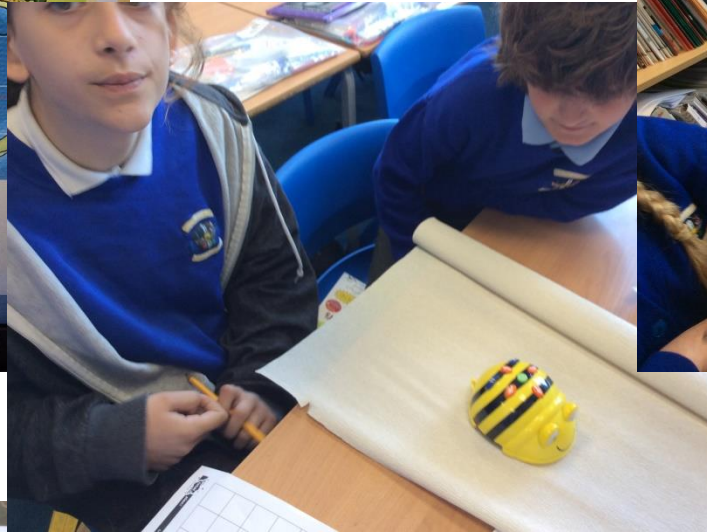
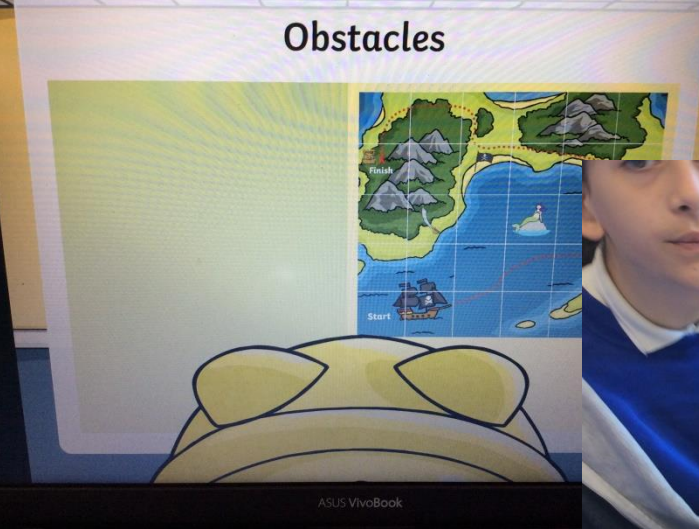
Design Specification

The map must:

- have landmarks
- a start and finish point
- a theme
- a path
- squares
- a challenge
- obstacles

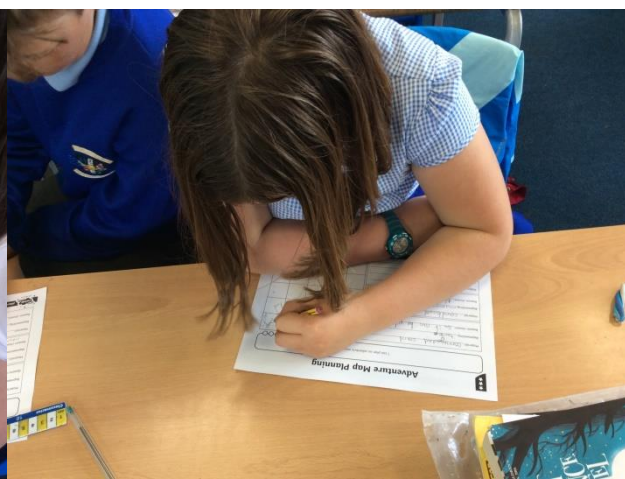
This is what we decided that all of our maps would need.

Obstacles



We tested different materials to see which would work well as obstacles for our maps. We found out that to be most effective we needed to bunch them up.





We used what we had learnt to make our own designs for a map based on a theme.



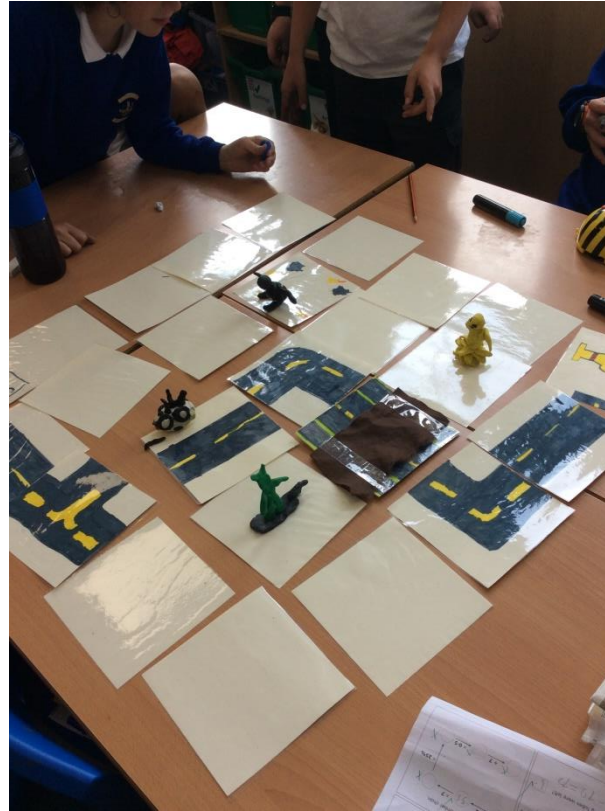
Then we decided which to use as a group.

We made our adventure maps. We had to measure and cut accurately and change some of our obstacles to make sure they stood up.





We went around to each group to see how their adventure map worked. We told them what worked well and what could be improved.





Our finished maps!



Class Cremyl will be using these when they do direction in maths in the summer.





Knowledge

Floor robots are controlled and programmed through the buttons on the top.

Floor robots turn by degrees.

Devices can be input or output or both.

Skills

I can check if a program works

I can work with different forms of input and output

I can write a program to perform a task

I can use sequence, selection and repetition in control

SMSC

Social and Moral – prepare children to live in a technologically enriched world

Exciting Books



Our Endpoint

To program a floor robot through an adventure map

Subject Specific Vocabulary

Input	A method of computers receiving data
Output	A response made by computers to the user
Input device	something you connect to a computer that sends information into the computer
Output device	something you connect to a computer that has information sent to it
Program	A computer program is a collection of instructions or algorithms designed to simplify processes
Sequence	A set of instructions that are followed in order
Selection	A way in computer programs to make choices
Repetition	when part of a program repeats itself



Forever facts

I know which materials best suit a task

I know the design and make process

Skills

I can select appropriate materials

I can make improvements from suggestions

I can clarify ideas through drawing

I can use knowledge of science when designing

Exciting Books



Our Endpoint

I can make an adventure map for a floor robot

Subject Specific Vocabulary

Materials	things needed for an activity
Properties	the characteristics of a material or ingredient
Obstacles	a thing that blocks one's way or prevents or hinders progress
Design criteria	requirements which must be met
Evaluate	to compare with the specification
Revise	to look over again in order to correct or improve

SMSC

Social – children will develop working as a team