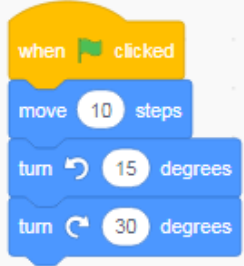

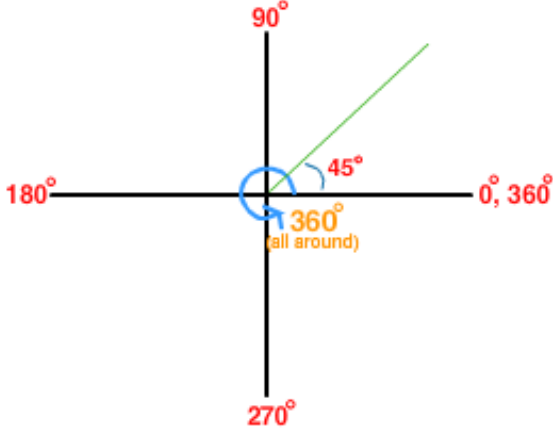
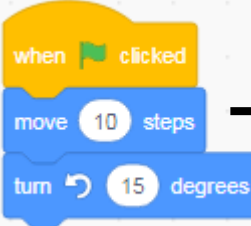
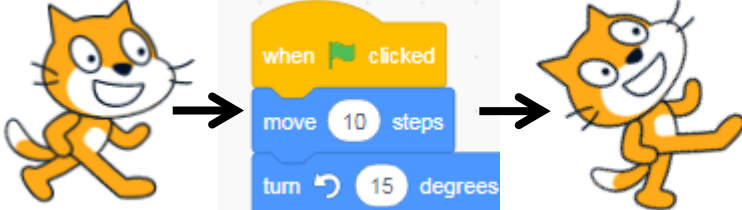
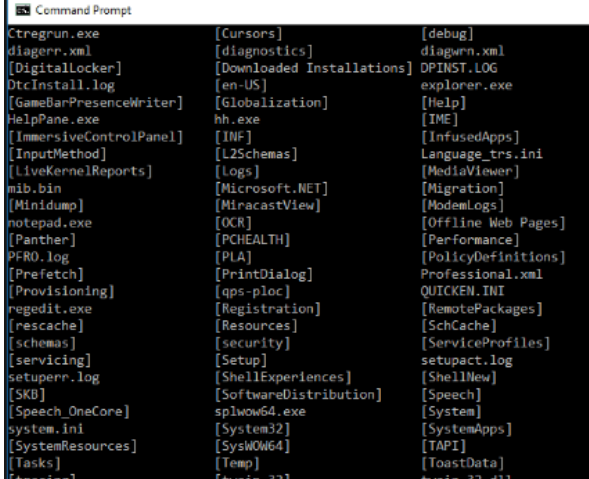


Prior Learning: instructions as algorithms, instructional language, understanding 'debug' as correcting mistakes in programming, programming a beebot, positional language

<p>Facts</p> <p>1. What is a command?</p> <p>A command is an instruction given by a user telling a computer to do something, such as run a program.</p> <p>Commands are usually issued by typing them in or inserting a command 'block'.</p>	<p>Vocabulary</p> <ol style="list-style-type: none"> 1. abbreviations – a shortened form of a word or phrase. 2. accuracy – being correct or precise. 3. degrees – a unit of measurement of angles. 4. predict – say or estimate that a specified thing will happen in the future or will be a consequence of something.
<p>2. What does a command look like?</p>  <p>A simple sequence of commands used in Scratch. – When the flag is clicked, the sprite will move 10 steps, turn right 15 degrees and left 30 degrees.</p>	 <p>Programmable floor robot</p> <p>Angles used for position and direction</p> 
<p>3. How degrees and direction are used in coding:</p> <p>Distance and angles can be used to alter the direction in a sequence of commands. Degrees are used to measure angles and can be used in simple commands.</p>  	<p>Command used in computing programmes</p> 
<p>Youtube:</p> <p>https://www.youtube.com/watch?v=8Gxmvizdi9o – understanding degrees and direction</p>	