

Year: 1

We are freasure hunters

Using programmable toys

In this unit you will:

Term: A1

- 1 Hunt for treasure.
- **2** Follow instructions.
- 3 Make your toy move.
- 4 Predict where your toy will end up.
- 5 Program your toy to find treasure!
- 6 Spot and correct mistakes.

Word bank

algorithm

debug

instructions

predict

programming

robot

treasure

Year: 1 Term: A1

Subject: Computing

Topic: Treasure Hunters





Can you debug the program?

