

# What's The Big Idea?

## Big Idea *Organiser*

Topic - End Goal

*Robots - To design and program our own robot.*

Year 2 Summer 2

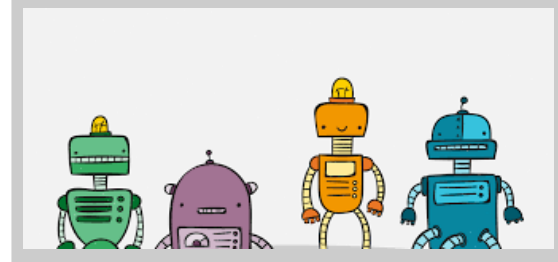


### Enquiry questions you could discuss at home:

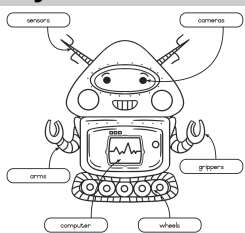
- What do you think robots will be like in the future?
- What robots do you have in your home?
- What is the fastest robot?
- What is the smallest robot?

### Links to learning:

- <https://kids.kiddle.co/Robot>
- <https://www.youtube.com/watch?v=8wHJjLMnikU>
- [https://www.youtube.com/watch?v=c\\_r3dG53vjQ](https://www.youtube.com/watch?v=c_r3dG53vjQ)



### Key Visuals:



### Knowledge Vocabulary:

1. Debug
2. Sequence
3. Loops
4. Algorithm
5. Materials
6. Suitable

### Computing Key Knowledge

- To use key vocabulary to describe what happens when something is programmed.
- To develop word processing skills, typing skills and using a website.

### DT Key Knowledge:

- Explore how materials can be made stronger, stiffer and more stable.

### Science Key Knowledge

- Identify and compare the suitability of a variety of everyday materials, including wood, metal, plastic, glass, brick, rock, paper and cardboard for particular uses.

### Optional home learning activities:

- Create your own robot out of recyclable materials.
- Design your own maze and 'program' someone to move through it.
- Write a story about a robot, using first person.

### Knowledge from previous learning:

- Identifying properties of different materials and their suitability for a range of purposes.
- Building on touch typing skills and using computer programming software.