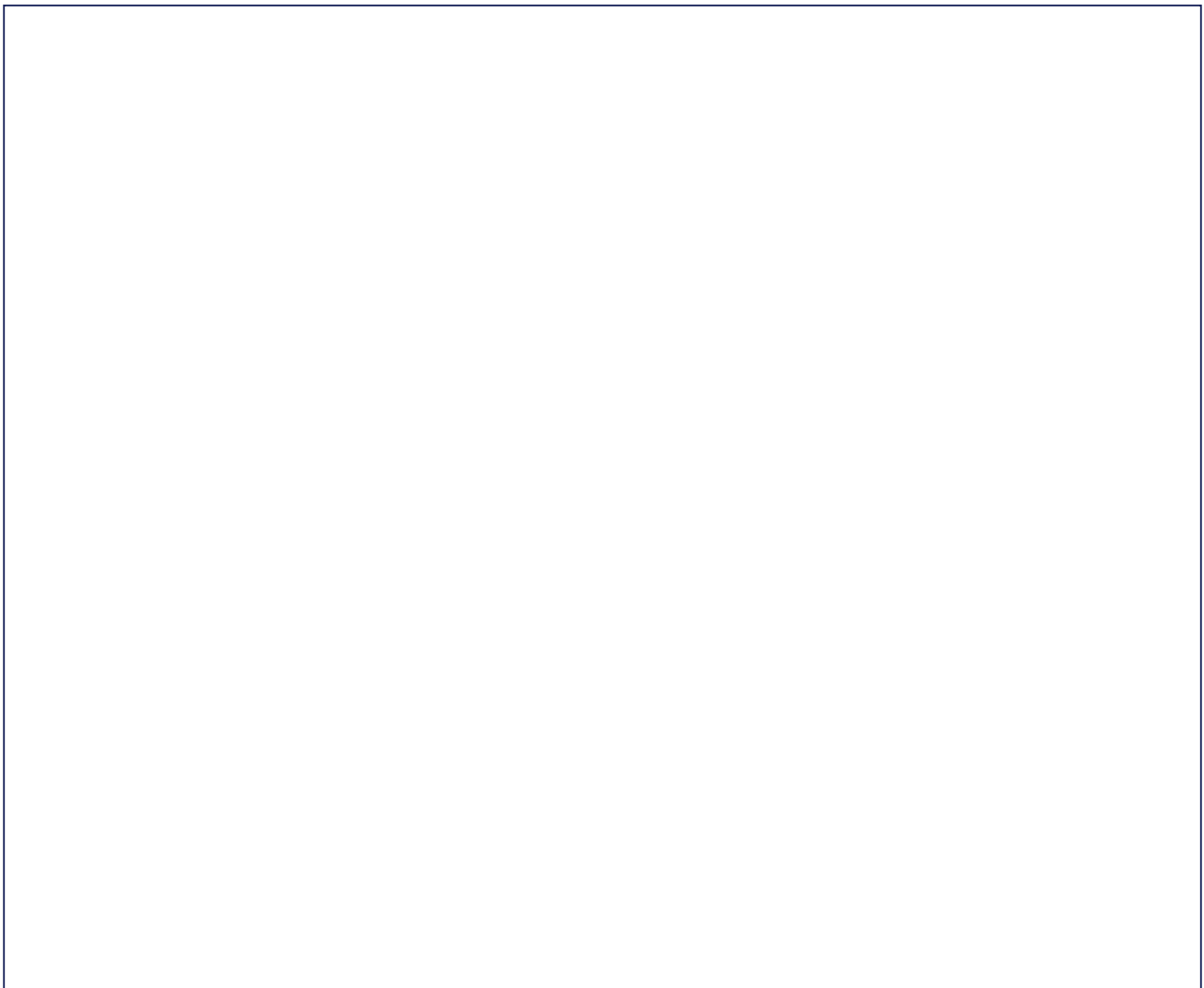


Kit's Computing: Fixing the Bug

Learning objective: To understand what a 'bug' is in computing and how to use debugging to fix a sequence of instructions.

Kit the fox is writing a computer program to help a robot walk to its charging station. Help Kit find the mistake (the bug) and draw the solution.

Draw: In the centre of the page, draw a simple square robot. To the left, draw a path of 3 squares leading to a 'charging station' (a square with a lightning bolt). Draw an 'X' on the middle square to show where the robot gets stuck (the bug). Use a clear, bold style with plenty of space for the child to draw the new, corrected path.



Label words: Bug · Code · Debug · Sequence · Instruction

Steps:

1. Step 1: Look at the robot in the drawing space. Draw a circle around the 'bug' or mistake in its path.
2. Step 2: Draw the correct path the robot should take to reach the charging station.
3. Step 3: Label your drawing using one word from the word bank to show where the code was fixed.
4. Step 4: Draw a small smiley face next to the fixed code to show it is now working correctly.