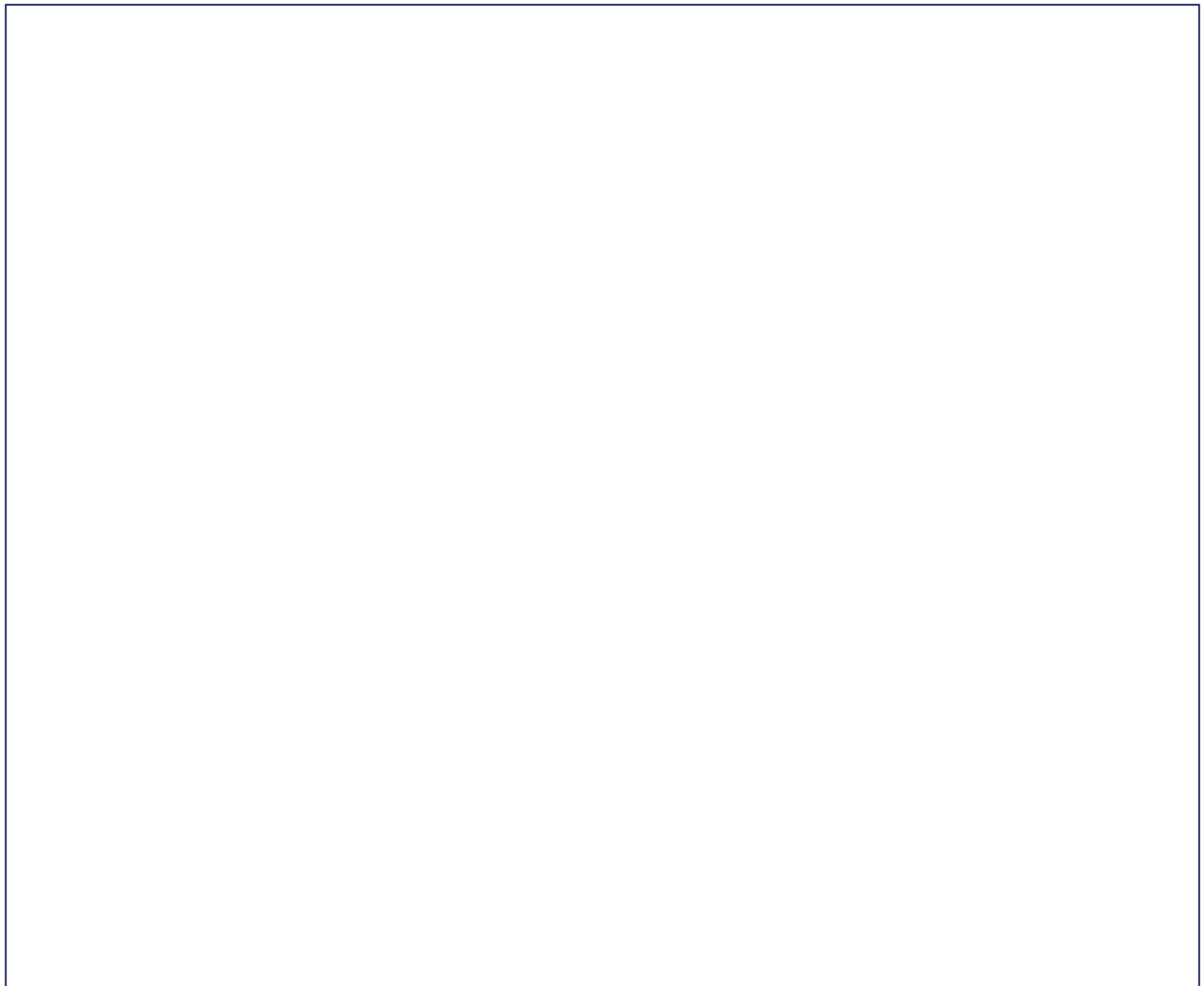


Kit's Robot Helper: A Programming Plan

Learning objective: To understand that a computer program is a sequence of instructions (an algorithm) to complete a task.

Kit the fox is building a robot to help in the garden. To make the robot move, Kit needs to write a list of steps. Follow the steps below to draw and label your robot's path.

Draw: Draw a large garden scene. At the bottom, draw a simple robot made of squares and rectangles. Draw a path from the robot to a watering can at the top of the page. Use arrows to show the path. Make the style bright and clear, like a colourful instruction manual.



Label words: Start · Move forward · Turn right · Turn left · Stop · Algorithm

Steps:

1. Step 1: Draw a small square robot at the bottom of your page. Label the start point.
2. Step 2: Draw a path for your robot to follow to reach the watering can. Use arrows to show the direction.
3. Step 3: Label where your robot must turn left or right.
4. Step 4: Write one 'command' (instruction) for your robot, such as 'Move forward 3 steps'.