Bee-Bot Challenges

The following slides provide some ideas for extending children’s thinking when working with the Bee-bot

The “CHALLENGES” can be set up using a range of materials such as attribute blocks, clear floor mats, marker pens etc.
Which Bee-Bot journey will take the longest time to complete? Why?
Which Bee-bot will travel furthest?
Estimate and test by programming your Bee-bots to travel both journeys.
Time your Bee-bots too!
Feel Like dancin’?

Program your bee-bot to dance!

Include some spins and shuffles in your dance sequence.

Record your dance sequence for others to try.
Help Bertie find his way home

* Take the “shortest” route.
* Do not go over a black square.
PROGRAM your Bee-bot to create some interesting shapes or patterns eg

- Squares, oblongs
- Circles
- Shuffle
- Zig Zag
- Spiral

RECORD your patterns for others to try!
Help the Bee-bot find his way to the bee-hive
Who will I visit first I wonder?

Bertie’s Challenge

Take Bertie on a journey. Whilst on the journey:

* Bertie must visit both his friends Sid and Pinky.
* The journey must not use any more than 20 commands.
* You should record the journey showing all commands.

Who will I visit first I wonder?
Assessment Questions

- What is the most interesting path you could travel to get to…? Why is it the most interesting path?

- What did you have to think about as you planned the trip your bee-bot would take?

- TELL/RECORD how you would give directions to someone who wants to program their bee-bot to take the same trip?

- What are some of the words you used to describe the bee-bots journeys?

- What happens if you forget to press the CLEAR button?