



# 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

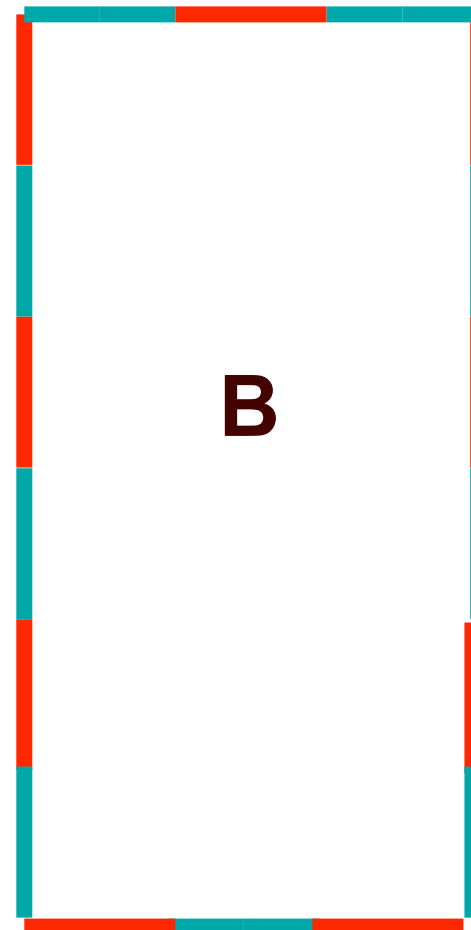
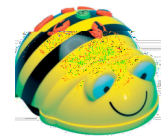
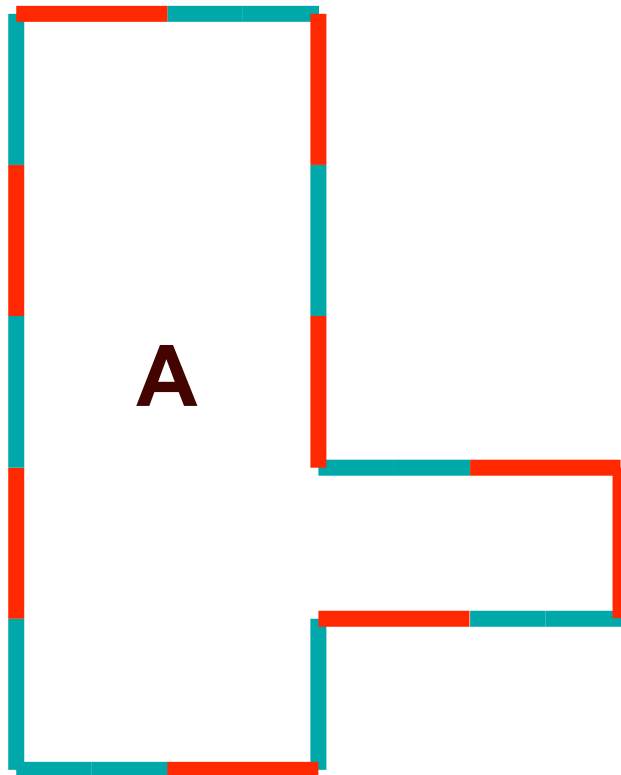


Which Bee-Bot journey will take the longest time to complete ? Why?

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.



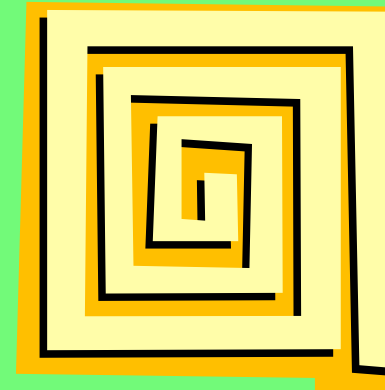




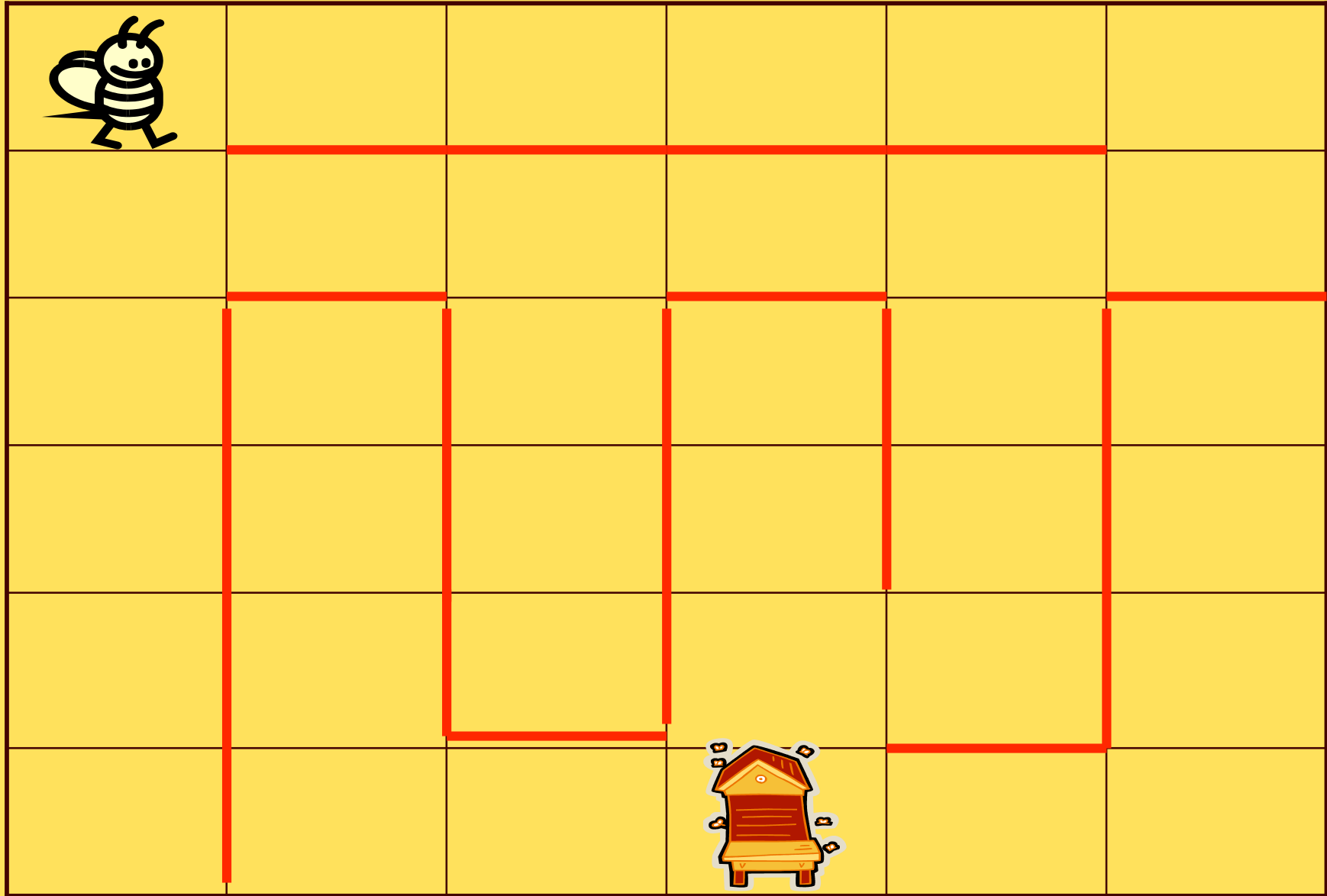
# Shapes & Patterns

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



# 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?