


Bee Bot Lesson Plan

<h2 style="margin: 0;">All Grades</h2>	<p>Topic: Introduction to Bee Bots (with PowerPoint)</p> <div style="text-align: right;">  </div>
<p>Objectives: Students will be able to identify the key commands on the Bee Bot robot and understand their purpose.</p> <p>Students will be able to program Bee Bot to move in a straight line using forward commands to hit target.</p> <p>Students will be able to program Bee Bot to use both rotate commands and forward commands to hit a target.</p>	
<p>Vocabulary: Forward Reverse Rotate Left Rotate Right Clear Pause</p>	<p>Materials: Introduction PowerPoint Bee Bots Mats Dice Number Cards</p>
<p>Instruction: <i>Lesson 1</i></p> <ol style="list-style-type: none"> 1. Show students introduction to Bee Bots PowerPoint (through Practice 1) 2. Set up Bee Bot Mats by placing Bee Bot number cards randomly on the squares starting at the second row. The first row is the start line. 3. Students will roll the die and place the Bee Bot on the start line in the same column as the target number they drew (this way they will only have to program the bee bot to move forward). 4. Students then program the Bee Bot using only the forward button to hit the target. 5. After each program, students will need to hit the Clear (X) button first. <p><i>Lesson 2 (Once you see mastery of lesson one)</i></p> <ol style="list-style-type: none"> 1. Bring students back to meeting area for lesson 2. Remind students the purpose of the rotate buttons. (It helps to demonstrate this with your own body). 2. “The rotate buttons do not move the Bee Bot to a new square, rather, they just rotate the Bee Bot in its current square. Watch me as I demonstrate.” Teacher will pretend to hit the button and turn 90 degrees to the left. If the teacher hits the button twice, then she will rotate to the left 90 degrees, pause, then rotate another 90 degrees” this really helps students understand the purpose of the rotate buttons. Show Lesson 2 and Practice 2 slides on PowerPoint. 3. Now only the first student will start at the start line. Every student to follow will program the bee bot from where it stops. 	
<p>Summarizer/Assessment: Teacher Observation.</p>	<p>Teacher Notes If the student messes up and their bee bot does not hit the target number rolled, students will place the Bee Bot in the nearest square, leaving the Bee Bot facing its current direction.</p> <p>If the Bee Bot does not do what the student want it to do, it is important to let it run its course, and not grab it while it is moving. The pressure is not good on the robots gears. Always tell your kids to let the Bee Bot finish, even if it is messing up.</p>

Bee Bot Mat Cards

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3

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