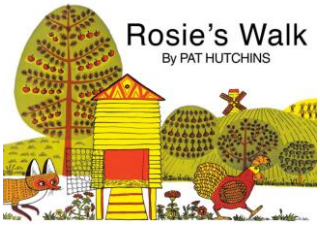
Rosie's Walk

Create an interactive version of the story "Rosie's Walk" using the Bee-Bots.

1. Read the story Rosie's Walk.
2. Design "outfits" for the 2 Bee-Bots – one as Rosie the Hen and the other as the Fox
3. Using a blank mat design a mat that reflects the different locations in the farmyard that Rosie visits.
4. Program the Bee-Bots to take the same journey as Rosie and the Fox whilst someone reads the story again.
5. To make the task a little more challenging, try programming the whole journey into the Bee-Bots before pressing Go.



Adapted from ICT Learning Innovation Centre

Bee-Bot's Day Out

Program Bee-Bot to stop at different locations on the street map.

1. In pairs, develop a shopping list of items for Bee-Bot to collect from the stores OR a list of errands OR create clues for the different locations on the mat eg Bee-Bot needs to pay a deposit on her holiday booking, meet a friend for lunch and buy her mum a birthday present on the way home.

   Record your instructions using the QuickVoice App on the iPad.

2. Give the instructions to someone else in the group who can program Bee-Bot to visit the different locations.

Adapted from http://www.edex.com.au/downloads/dl/file/id/247/

Let's Dance

Design a dance for 2 Bee-Bots to perform.

1. Select a piece of music for the Bee-Bots to dance to
2. Create a costume for the Bee-Bots to wear for their performance
3. Plan the dance moves for the Bee-Bots
   Record your instructions as words or symbols or use the available Command Cards
4. Program the instructions into the Bee-Bots
5. Perform and record your dance using the iPad camera
   Note: Bee-Bot can store a maximum of 40 instructions

Bee-Bot Maze

Design a maze for Bee-Bot to move through. You may like to include obstacles for Bee-Bot to move around.

1. Draw a sketch of your maze design
2. Build your maze using the Bee-Bot ruler as a measuring tool. The ruler measures one step forward or backwards for Bee-Bot. The maze could be built with materials such as blocks or paddle pop sticks.
3. Test your maze with Bee-Bot
4. Ask someone else to move Bee-bot through the maze
5. Using the iPad camera film Bee-Bot moving through the maze

Hidden Treasure

Help Bee-Bot find the buried treasure on Pirate Island.

1. One person in the group decides on a location for the hidden treasure. Write this location down but do not show anyone. The location might be a description of the area or the corresponding x & y coordinates on the map.
2. Each person in the group takes turns to program the Bee-Bot to a location on the map where they think the treasure is hidden. If the location is incorrect, the next person has a turn until the correct location is found. If, after a few rounds the treasure has not been found the person who hid the treasure might provide a clue. Record each attempt on the provide grid paper.

Alternative

Provide a description of the path to take to find the treasure using landmarks or compass directions. Eg Start your Bee-Bot at the Pirate Ship. Move 2km North, 2km West, 1km North, 1km West, 2km South. Where did you find him?

Adapted from Teach Your Children Well http://www.teachyourchildrenwell.com.au/other/XO-OLPC%20support%20materials.html

Drawing Numbers

Bee-bot has been learning how to count from 0 to 9. Help him to draw the numbers.

1. One person in the group creates an algorithm for Bee-Bot to follow
2. The algorithm will be a sequence of steps the Bee-Bot needs to take in order to draw a number
3. Use the Number card as a guide for designing the algorithm and use the Command Cards to write your algorithm
4. Someone else in the group then uses the algorithm to program Bee-Bot to draw the number
5. Film Bee-Bot drawing the numbers

   Adapted from Barefoot Computing http://barefootcas.org.uk/wp-content/uploads/2014/09/Bee-Bots-1-2-3-Activity-Barefoot-Computing2.pdf

Aboriginal Story

Create a story for Bee-Bot using Aboriginal Symbols.

1. Create cards for each of the aboriginal symbols.
2. Place the cards in the pockets of the clear mat.
3. Create a short story using the symbols. You could record the story on the QuickVoice app on an iPad.
4. Build an algorithm for Bee-Bot to visit each of the symbols in the story in the correct order.