

LENDING LIBRARY KIT

BEE-BOTS IN THE MATHS CLASSROOM

Bee-Bots are fantastic digital technologies resources for introducing students to coding and computational thinking.
These small robots can remember sequences of up to 40 commands, allowing them to move forwards and backwards in 15 cm increments and turn 90 degrees left and right.
Here are some creative ways you can incorporate Bee-Bots into your maths lessons.

Mapping

Directions game

Place the four direction cards (North, South, East and West) and the Home square under a transparent mat. Create 12 index cards showing directions (3 each of North, South, East and West). Have students shuffle the index cards and draw one at random. The student then makes the Bee-Bot face that direction, and move one square forward by selecting the correct instructions. Another card is then drawn. Language to introduce: North, South, East, West, clockwise, anticlockwise.

Measurement

How far does a Bee-bot go?

A Bee-Bot moves 15 cm with each step. Students could explore length by creating a Bee-Bot ruler using a long strip of paper (paper streamer) or experiment with informal units to determine the Bee-Bot movement length (e.g. three pegs). Students can use the Bee-Bot ruler to create an obstacle course that allows for the 15 cm steps and program their Bee-Bot to avoid the obstacles to reach a goal.

Counting

Bee-Bot number line

Create a number ladder with 15 cm increments using masking tape. Have cards for the numbers 1 – 10. Place the number 1 at the beginning of the ladder. Students move the Bee-Bot forward one step at a time, placing the correct number card as they go. Place the number 5 in the middle of the ladder. Have students move the Bee-Bot up or down the ladder, placing the correct number cards as they go. Students can also skip count by moving the Bee-Bot multiple steps.

