

## GYSTC Activity



**Title:** Bee-Bots

<b>Purpose:</b>	Students will use Bee-Bots will learn how to explore algorithms and learn basic concepts of computer programming and coding.
<b>Standard:</b>	CSS.IDC.K-2.4 Use the Design Process (use, modify, create) with a variety of tools to identify and solve problems by creating new, modified, or imaginative solutions. 1. Understand that a model is used for developing and testing ideas for a diverse range of users. 2. Modify an existing model for a specific purpose or for a specific group of users. 3. Create and test a model and analyze it from the perspective of an end user. 4. Recognize that innovation in technology meets a range of needs (3D printing, coding, robotics, drones, etc.).
<b>Materials:</b>	<ul style="list-style-type: none"> <li>● Bee-Bots</li> <li>● Programming Space Map</li> <li>● Weather Cards</li> <li>● Space Fact Cards</li> <li>● Planet Exploration Direction Cards</li> <li>● Bee-Bot Command Cards</li> </ul>
<b>Science Behind It:</b>	Bee-Bots are a programmable floor robot and are an excellent way to introduce younger students to some of the basic concepts of coding. Students are able to learn directional language, commands, sequencing and problem solving.
<b>Questions to Ask:</b>	<ol style="list-style-type: none"> <li>1. What are bee Bots used for?</li> <li>2. What do the buttons on the Bee-Bot do?</li> <li>3. What is an Algorithm?</li> </ol>