What's the buzz?
Teacher/Student Instructions

DIGITAL TECHNOLOGIES HUB

Name_____   Date ___ / ___ / ___

BeeBot Task:

1. Play with the BeeBot. How does it move? What do all the buttons do?
2. Draw a map that shows what you know about bees. Use symbols. Show the 'start' as the hive and the 'finish' as the flower.
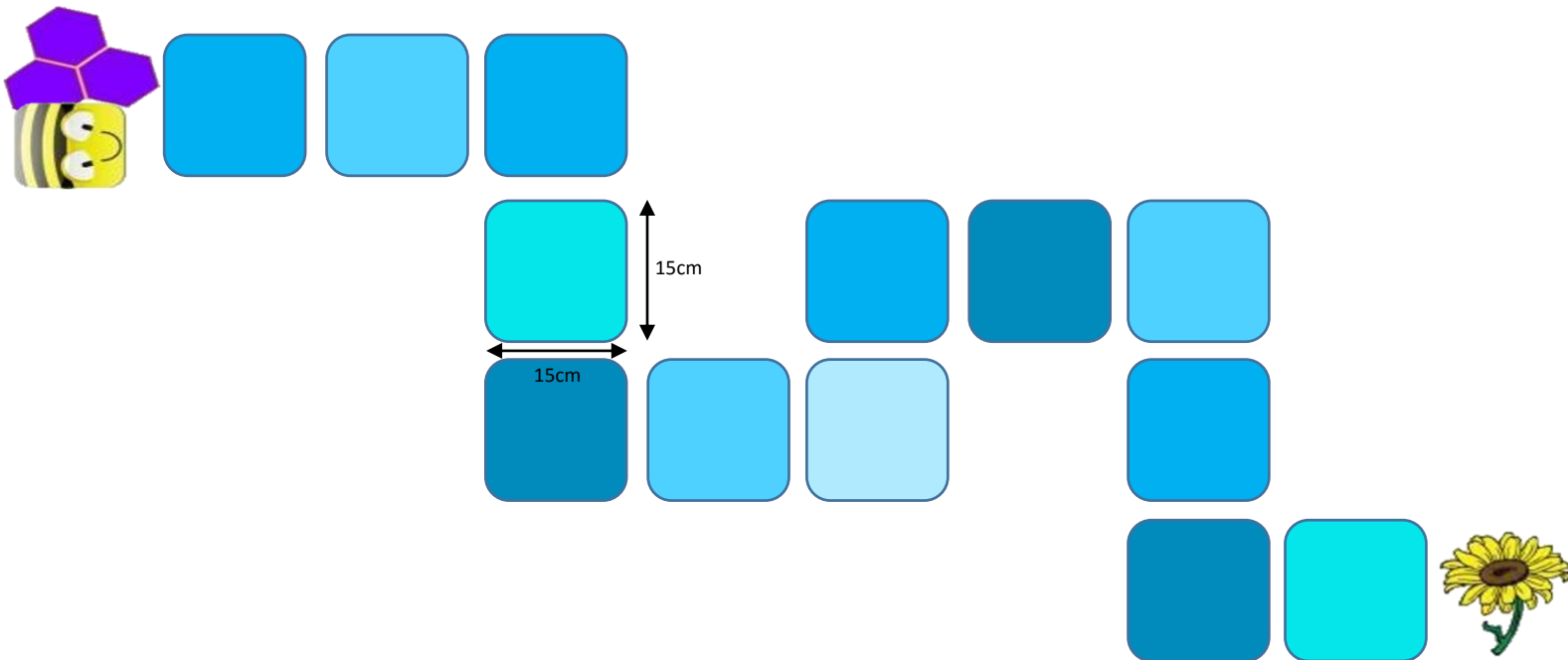
Hive = start

Flower = finish

3. Make a sequence of steps (algorithm), that would get your BeeBot from 'start'/ hive to 'finish'/ flower.
4. Test your "algorithm" out.
5. Get another team to test out your "algorithm".
6. Give feedback to the group.

An example map:

15cm

15cm

CSER Group,
The University of Adelaide

Assessment rubric:

	Help Areas that need work	*Well done* What is expected	*Wow* Above and Beyond
Map		Map shows symbols and/ or words that demonstrate a good understanding of the topic.	
Algorithm (your steps recorded as a sequence)		Students created a sequence of steps using symbols and/ or words that showed the path the robot needed to take.	
Operating the Bee Bot		Other users could follow the steps to move the Bee Bot.	

To think like a computer, you have to be really precise.

The steps you gave to another group are an algorithm.

To make it easier for others to understand we need a special language.

This is called code.

The *up, down, left, right, go, pause, clear* buttons are the code.

When we use these on the computer they are called visual programming.

Reflection:

How did you feel about using the BeeBots?
(green smiley face) (yellow neutral face) (red sad face)
What was hard?
What was easy?
What questions do you have?
What would you like to learn next?

CSER Group,
The University of Adelaide