

Bee-Bot and Kahoot

- 1) Grade level: 6th
- 2) Curriculum topic: Math- Shapes and Angles
- 3) Tools: Bee-Bot and Kahoot
- 4) Technology: iPads and Smartboard
- 5) Synopsis: Students will be placed in groups. They will be given a list of different angles and shapes that they must create by coding the Bee-Bot. The group members will need to take turns in trying to code the Bee-Bot so that everyone has a chance to practice their knowledge of angles and coding. Once they have all gone through the list of angles and shapes we will play a game with Kahoot. The Kahoot game will be displayed on the Smartboard. Students will use their iPads to answer the questions while at their seat. The game will have images and definitions that the students will have to answer. This will help me assess how well the Bee-Bot exercise worked.