

## Coding Bee-bot

Grade Level = K

Coding Bee-bot = mathematics and technology

Introduce students to Bee-bot. Indicate to students that computers follow specific commands and Bee-bot does too. Model for the students how to move Bee-bot by programming numbers and direction. Enough Bee-bots are available for each student. After modeling how the tool works, allow independent play. Throughout the room have some routes laid out on the floor that the students have to set Bee-bot up to follow. Take the students outside and provide them sidewalk chalk. As a group, each student gets to draw a small segment of a route designed for Bee-bot to travel. The segment the student draws, is the path the student must program for Bee-bot to follow. Students will have to count the distance traveled and determine what direction the tool will need to turn to follow the route accordingly. Now that the students are getting the hang of things, they head back inside and will review an app that involves coding. Inside, I will pull up on my iPad and project an app called Kodable. I will model this program that builds levels of code. Students will tell me where to drag and drop. As a class we will see what we can create.

### Tools

**Bee-bot** is a small robot that looks like a yellow striped Bee Bug. The robot helps students to program sequences and understand directional skills.

**Kodable** is a basic app to help young learners to program and code.