

Year 2 - ICT/Computing– Coding

Bee-Bot Coding

In this unit, we will be using Bee-Bots for coding linked to escaping The Great Fire of London.

Directional language will be key.

Useful websites

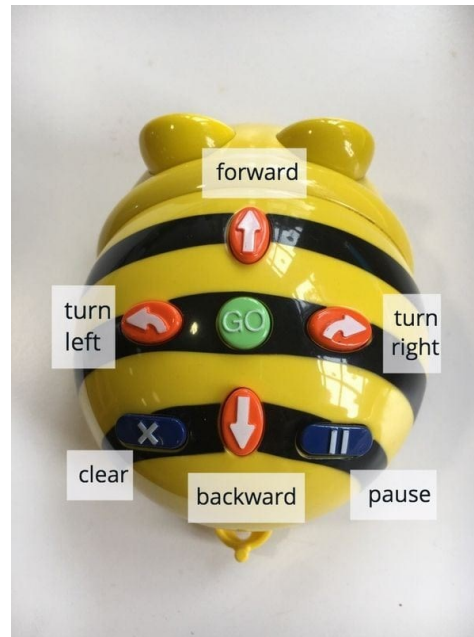
<https://www.stem.org.uk/resources/elibrary/resource/36026/bee-bots-123-programming-activity>

<https://www.youtube.com/watch?v=52ZuenJIFyE>

<https://www.youtube.com/watch?v=ZQ9X1AXkPZw>

Home activities

- Create a map and use directions to guide
- Play Blind Man's Bluff and give directions
- Pretend to be a Bee-Bot
- Use a Twister game mat for directions



Bee-Bot Instructions

- Press  to make the Bee-Bot **MOVE FORWARD**.
- Press  to make the Bee-Bot **MOVE BACKWARDS**.
- Press  to make the Bee-Bot **TURN A QUARTER CLOCKWISE**.
- Press  to make the Bee-Bot **TURN A QUARTER ANTI-CLOCKWISE**.
- Press  to make the Bee-Bot **MOVE** to the instruction given before.
- Press  to make the Bee-Bot **ERASE ALL** memory given instructions so as to start a new one.
- Press  to make the Bee-Bot **PAUSE** for **1 SECOND** between instructions.