

BEE BOT ACTIVITY

- go to the right shop -

Activity : The objective is the construction of algorithms and programs in kindergarten and not grid motion activities.

Matériel :

- Bee-bot
- Straight line and "L" shaped course on a carpet

Objectives :

- Link change of direction and displacement
- Get your bearings on a grid,
- Create your path and code it Coding a path

Steps :

- Go to the right shop.
- Agree on the route to be coded.
- Once the course has been coded with cards, ask the children to program Bee-bot.
- Have them remove the arrows as they go along and place them on the card holder starting on the left. One child shows the cards one by one, another one presses the keys.

