

Floor Robot Teaching Ideas



These teaching ideas were developed by teachers who attended a professional learning day to consider the curriculum applications of the Bee-Bot and Constructa-Bot

| Learning Area | ACTIVITY |
|------------------------|--|
| Literacy | <p>Blends and Word Families Mat * Grid with some onsets and rimes in different coloured squares. Children have to move the Bee-Bot to make words.</p> |
| Literacy | <p>Subject, Verb, Object Mat * Grid with subjects, verbs and objects in different colours. Children make sentences.</p> |
| Numeracy | <p>Number Line Mat * A number line grid used for counting, one to one correspondence, addition, subtraction etc</p> |
| Literacy/Numeracy | <p>Kid Sized Grids * Draw up (or paint) on playground, a grid for children to pretend they are the Bee-Bot and move physically around the grid. They can wear little Bee headbands and/or wings.</p> |
| Literacy | <p>Letter Mat * Grid with letters of the alphabet. Children can spell words for partner or teacher can give instruction cards to spell the words. <u>Hint</u>: Pause (at least twice) and/or rotate on the each selected letter.</p> |
| Literacy | <p>Listening/ Following Directions * One child uses cards to create a sequence. They instruct a partner who has to listen to the directions and follow.</p> |
| Numeracy | <p>Shape Mat * Using positional language, direct a partner to a shape on the mat (uses colour, size and shape)</p> |
| Literacy | <p>Busy Street Mat * One child directs another to a given place. <u>Extension</u> – multiple stops or turns.</p> |
| Science and Technology | <p>Animal Mat * Grid with animals. Children given directions to an animal. When they land on it, they have to describe it (oral/written). Eg covering, size etc</p> |

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| Science and Technology | <p>Design and Make * Children design and make a zoo grid. Write instructions for partners Eg. visit the monkeys, then the snakes, then the elephants. <u>Extension</u> – find the shortest route</p> |
| Literacy | <p>Picture Mat * Grid with pictures on it each starting with a different letter of the alphabet. Children need to follow route in alphabetical order – starting from various points.</p> |
| Numeracy | <p>Number Mat * Grid with numbers on it. Children need to follow route in numerical order – starting from various points. (counting on)</p> |
| Numeracy | <p>Co-ordinates Mat * Grid with letter/number co-ordinates down each axis and pictures in the squares. Children use co-ordinate cards and starting point. Children record route taken.</p> |
| Literacy/ Numeracy | <p>School Scavenger Hunt Mat * Create your own school map on a grid. Children follow clues/directions and find their way around their school to collect items in a scavenger hunt.</p> |
| Literacy/ Numeracy | <p>Using Books * Use Picture books that take a journey Eg. Niki’s Walk, Rosie’s Walk, A Nice Walk in the Jungle, The Bear Hunt and create grids based on pictures from the story. Children re-create the journey.</p> |
| Literacy/ Numeracy | <p>Mazes * Children use 3D wooden blocks/arches on a grid to create a maze. They then need to program Bee-Bot to work their way through maze.</p> |

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|---|--|
| <p>Literacy - Reading, Writing, Talking and Listening</p> <p>Numeracy - Position</p> | <p>Letter/Word Activities using the alphabet map</p> <ul style="list-style-type: none"> -Guess what word I have spelt-following directions to spell a word -fastest route to a letter -how many moves to get to a letter -Spell the word (at, cat etc) -make a route to the vowels -spell your name/friends names -use a mat with matching words and pictures to read a word and travel to the matching picture. -use a mat with pictures and sounds to say a sound and travel to the matching picture |
| <p>Numeracy – Position</p> <ul style="list-style-type: none"> -Whole Number -Addition and Subtraction | <p>Play the snakes and ladders game using a grid and dice.</p> |
| <p>Numeracy - Position</p> <ul style="list-style-type: none"> -2D space <p>Literacy - Talking and Listening</p> | <p>Give directions about shapes, colour and size using an attribute mat. (Could also be used using 3D shapes, money)</p> |
| <p>Literacy - Talking and Listening</p> <p>S&T- Design and Make</p> <p>Numeracy - Position</p> | <p>Design a board game on a grid.</p> |
| <p>Numeracy</p> <ul style="list-style-type: none"> -Position -Length -Addition and Subtraction -Multiplication and Division -Area | <p>Measuring Perimeter using the informal units of how many moves the bee-bot makes.</p> <p>Determining the actual perimeter and area of a mat or surface.</p> |
| <p>Literacy - Writing</p> | <p>Use the street map to write a story about the bee-bot's day out.</p> |

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| Creative Arts Music Numeracy - Position | Create a dance to music for the bee-bot to perform (Use action songs, like The Wiggles – Do the twist) |
| Numeracy – Position HSIE English- Writing, Talking and Listening | Design and Make a 2D or 3D Neighborhood, Zoo, Farm, School etc (Relate to Unit). Write stories, give directions, visit the monkeys, the canteen etc. |
| Literacy - Reading, Writing, Talking and Listening CA- Music Numeracy - Position | Going on a Bear Hunt with Bee-bot. Design a mat, perform to the music/story. |
| Literacy - Reading, Writing, Talking and Listening | Fairy Tales with Bee-bot- 3 Little Pigs, Goldilocks, Red Riding Hood etc. Design a mat and walk through the stories. |
| Numeracy Position English Talking and Listening, Writing | Use the racing mat, find your way, write the directions, have a race with someone else to see who can work it out first. |
| Numeracy -Position Literacy - Talking and Listening, Writing | Use the treasure mat to hide bee-bot in a cave. Get to the volcano, cross the bridge etc. Draw/write your instructions. |
| Literacy - Talking and Listening Mathematics- Position | Play a barrier game- use a mini grid to place a bee-bot picture in a particular spot. Direct your partner to the spot, see if you are correct |
| Numeracy - Whole Number -Addition and Subtraction -Patterns and Algebra | Using a number line- develop 1- 10 number skills. -number recognition, number sequence, one-one correspondence Use a larger number line and determine how many moves forward to get to the next number. |