

BEE-BOT FAIRYTALE MAT

Ideas for using the Fairytale Mat with children aged approximately 5-8

The Bee-Bot Fairytale mat is a fun way of introducing control, maths and geography to the curriculum, as well as developing group work and thinking skills. As the mat is based on Fairytales, there are many opportunities for linking language work too.

First steps.

The children need to know what all the places on the mat are. Talk about the buildings with the children. You might ask them;

- Who lives here?
- How do you know?
- What else can you see on the map?
- How might you travel from one place to another?

Once the children are familiar with the pictures, the following activities can be undertaken with the mat and a Bee-Bot.

1. BEE-BOT GOES VISITING

This activity can be undertaken at different levels depending on the age and stage of the children.

Basic level-	Intermediate Level	Advanced Level
<ul style="list-style-type: none">▪ Clear memory.▪ Program Bee-Bot to move forward, one step at a time.▪ Program Bee-Bot to move forward several steps at a time.▪ Program Bee-Bot to travel backwards several steps at a time.	<ul style="list-style-type: none">▪ Clear memory.▪ Program Bee-Bot to move forward several steps at a time.▪ Program Bee-Bot to turn.	<ul style="list-style-type: none">▪ Program Bee-Bot to move forwards and backwards the required amount.▪ Incorporate turns in sequences of instructions.▪ Create long sequences of instructions and record them.▪ Edit sequences of instructions

SETTING THE SCENE

Bee-Bot wants to visit some of his fairytale friends, can you help? Print out the list of fairy tale friends, laminate and cut out. Shuffle and put in a pile.

Intermediate Level

1. Children count how far to go, press the CLEAR button, then program the correct number of forward Arrows, then press GO.
2. The children then need to choose the correct arrow to turn him to face the right fairy tale friend's house and then move forward to get into the house.
3. A different child could program Bee-Bot back to the red 'Start' spot.

EXTENSION

- Try starting at different colour spots. The red is easiest, blue and green require Bee-Bot to turn as part of the journey.
- Bee-Bot could also start in a forest or in the river!

Advanced Level

1. Children program Bee-Bot to go to the correct fairytale friend's house, turn around and return to the 'Start' spot in one sequence before pressing GO.
(It is useful here to record in some way what the sequence is so that if it goes wrong it can be edited and tried again). Try using the Bee-Bot sequence cards (order separately from TTS quoting code ITSCARD).

EXTENSION

- A pause can be added whilst Bee-Bot is waiting at a fairytale friend's house.
- Choose a location, again using the fairytale cards. Can they get to the red spot? Blue spot? Green spot?

Troll

Goldilocks

Jack

Rapunzel

Giant

Princess

3 Bears

Pig in Straw
House

Pig in Stick
house

Pig in Brick
House

2. POSTMAN

This activity can be undertaken at different levels depending on the age and stage of the children.

Basic level-	Intermediate Level	Advanced Level
<ul style="list-style-type: none">▪ Clear memory.▪ Program Bee-Bot to move forward, one step at a time.▪ Program Bee-Bot to move forward several steps at a time.▪ Program Bee-Bot to travel backwards several steps at a time.	<ul style="list-style-type: none">▪ Clear memory.▪ Program Bee-Bot to move forward several steps at a time.▪ Program Bee-Bot to turn.	<ul style="list-style-type: none">▪ Program Bee-Bot to move forwards and backwards the required amount.▪ Program Bee-Bot to turn.▪ Create long sequences of instructions and record them.▪ Edit sequences of instructions.

SETTING THE SCENE

Bee-Bot is in charge of the post, can you help? Children can either make the envelopes as part of a literacy activity, or the teacher can use the envelope address labels attached at the end of section 2.

Make a pile of letters!

Basic level

1. Put Bee-Bot on the red dot 'Start' point.
2. Child picks up an envelope.
3. Help the children match the name and address on the envelope to a place on the mat.
4. The child can then press the CLEAR button, then the forward Arrow, and GO, until the correct house is reached.
5. Take it in turns. Each child has 2 goes.
6. Once the house has been visited, pick up Bee-Bot and put him at the red start again.

EXTENSION

- This can be developed into the children counting the number of steps required and then pressing the forward button the right number of times.
- Once Bee-Bot is in the correct place, they can work out how to get him home, using the backwards button.
- Children can write stories/ poems involving either a postman journey.

Intermediate Level

4. Children count how far to go, press the CLEAR, then the correct number of forward arrows, then GO.
5. The children then need to choose the correct Arrow to turn him to face the right house and then move forward to get into the house
6. A different child could program Bee-Bot back to the red spot.

EXTENSION

- Try starting at different colour spots. The red is easiest, blue and green require Bee-Bot to turn as part of the journey.

Advanced Level

2. Children program Bee-Bot to visit the correct house, turn around and return to the start spot in one sequence before pressing GO.
3. (It is useful here to record in some way what the sequence is so that if it goes wrong it can be edited and tried again).

EXTENSION

- A pause can be added whilst he is waiting at a house!

<p>Mr Troll Under the Bridge Fairytale Road Fairytale Land</p>	<p>Miss Goldi Locks 3 Bears Cottage Fairytale Road Fairytale Land</p>
<p>Jack Jack's House Fairytale Road Fairytale Land</p>	<p>Rapunzel Top of the Tower Fairytale Road Fairytale Land</p>
<p>Mr. Big Giant Top of the Beanstalk Fairytale Road Fairytale Land</p>	<p>Princess Fairytale Castle Fairytale Road Fairytale Land</p>
<p>Mummy Bear 3 Bears Cottage Fairytale Road Fairytale Land</p>	<p>Little Pig Straw House Fairytale Road Fairytale Land</p>
<p>Little Pig Stick house Fairytale Road Fairytale Land</p>	<p>Clever Little Pig New Brick House Fairytale Road Fairytale Land</p>
<p>Daddy Bear 3 Bears Cottage Fairytale Road Fairytale Land</p>	<p>Baby Bear 3 Bears Cottage Fairytale Road Fairytale Land</p>
<p>Big Bad Wolf Dark Forest Fairytale Road Fairytale Land</p>	<p>Billy Goats Gruff Grassy Meadow Fairytale Road Fairytale Land</p>

3. Where is Bee-Bot?

Intermediate Level

- Clear memory.
- Program Bee-Bot to move forward several steps at a time.
- Program Bee-Bot to travel backwards several steps at a time.
- Program Bee-Bot to turn.

SETTING THE SCENE

Bee-Bot has left some clues... where is he? Use the program cards to find him!

NOTE:

Some cards have much longer lists of instructions to allow for differentiation. The number at the top of the cards relates to the answer.

ACTIVITY

Intermediate level

1. Put Bee-Bot in the middle of the square with the green spot, facing north.
2. Pick up a program card.
3. Read the card together and try to guess where Bee-Bot went.
4. Copy in the instructions.
5. Where did Bee-Bot get to? Were they right?

EXTENSION

- Can they get Bee-Bot back again?
- Can they write a program for a friend to try?

4. DESCRIBE THE ROUTE

The sequence cards could also be used with this game. Please contact TTS quoting code ITSCARD to order.

Advanced Level

- Program Bee-Bot to move forwards and backwards the required amount.
- Program Bee-Bot to turn.
- Create long sequences of instructions and record them.
- Edit sequences of instructions.

SETTING THE SCENE

Tell the children they are going to write routes for Bee-Bot to help him as he keeps getting lost. Use the cards with the character names on. You can either use a whiteboard, or a piece of paper and pencils to plan the routes or the

Bee-Bot sequencing cards available separately from TTS (quote code ITSCARD).

ACTIVITY

1. Pick up a card with a character name.
2. Place Bee-Bot on the blue dot square.
3. Ask one child to write a route for Bee-Bot to get to that place.
4. Ask another child to write a route to return him.

EXTENSION

- This activity can also be completed the other way round, with Bee-Bot starting on the character card picked up, and returning to a specific dot colour. (A blank dice with the 3 colour spots on works really well and adds variety to the game).
- The PVC Die (available separately) could also be used with dots, or character names inserted into pockets. Order from TTS quoting code M-PVC.

5. COMPASS ACTIVITIES

This activity can be undertaken at different levels depending on the age and stage of the children.

<i>Intermediate Level</i>	<i>Advanced Level</i>
<ul style="list-style-type: none">▪ Clear memory.▪ Program Bee-Bot to move forward several steps at a time.▪ Program Bee-Bot to travel backwards several steps at a time.▪ Program Bee-Bot to turn.▪ Use the 'Pause' button.	<ul style="list-style-type: none">▪ Program Bee-Bot to move forwards and backwards the required amount.▪ Program Bee-Bot to turn.▪ Create long sequences of instructions and record them.▪ Edit sequences of instructions.

SETTING THE SCENE

Point out the compass points to the children. Make sure they are aware of the vocabulary.

- Put Bee-Bot on the square south of the Beanstalk. Take it in turns to press an Arrow key. Which way is Bee-Bot facing?
- Put Bee-Bot on the square south of the Beanstalk. Take it in turns to make Bee-Bot face South, North, East and West. Depending where Bee-Bot is facing it will make the activity harder or easier.

ACTIVITY

1. Put Bee-Bot on the green starting square.
2. One child picks up a card and reads it out.
3. The second child works out where Bee-Bot has got to get to.
4. The next child programs Bee-Bot to get there.

EXTENSION

1. Limit the use of only clockwise or anticlockwise to make children think a little differently.

Visit the square S of the Straw House
Visit the square N of the 3 Bears Cottage
Visit the square E of the River
Visit the square S of the Stick House
Visit the square E of the Castle
Visit the square S of the Brick House
Visit the square S of the Beanstalk
Visit the square W of the Forest
Visit the square N of the Tower
Visit the square W of the Bridge
Visit the square E of the Bridge
Visit the square N of the Meadow

BEE-BOT FAIRYTALE MAT

Ideas for using the Fairytale Mat with Foundation Stage

General information

- The pictures have been chosen to relate to many favourite nursery rhymes and stories. This will help the children to recognise them.
- Start with children moving Bee-Bot forwards and then introduce backwards. Initially they will need to press the forward Arrow once to make it move, and see the result. After a while, children will be able to press the Arrow twice, understanding it will move two spaces forwards.

ACTIVITY SUGGESTIONS

- Which house is your favourite? Can you send Bee-Bot to it?
- Start from the red dot square. How many times will we need to press the forward Arrow to get to the castle? Meadow? Bridge?
- Bee-Bot can take on the appearance of a character- e.g. Big bad wolf, and visit the 3 little pigs, one at a time, returning either to the red dot square (easiest) or the green dot square (middle) or the blue dot square (hardest).
- Bee-Bot wants to help the 3 goats who are lost in the forest. Use the trailer (available separately code ITRAIL) and transport them one at a time back to the meadow. Alternatively, Bee-Bot could be the goat or goats could be blu-tacked on!
- A selection of items could be collected, e.g. spoon, straw, stick, brick, bean, gold coin, for Bee-Bot to take back to the right house/owner.
- Put Bee-Bot on the red dot square. Use a traditional dice with spots, roll it, what number does it land on, which square (and which place) will Bee-Bot reach?

NOTE

Additional items such as the Bee-Bot sequence cards and blank PVC die can also be used. Order separately from TTS quoting ITSCARD for the sequencing cards or M-PVC for the blank die.