Title: Challenge Bee-Bot		Year: 2
Programs: Bee-Bot / Bee-Bot Pyramid		Duration: 1-2 weeks
Teaching Ideas	Subject	National Curriculum Objectives
- Recap algorithms (bee bot) - Introduce de-bugging concept, i.e. solving a problem / solving a problem and removing instructions to complete programs - Follow / spot / remove – task involving given instructions / series of algorithms with 'bugs'. Remove the wrong instructions and re-write from a given screen shot. - Increase difficult level by allowing children to play Bee-Bot Pyramid. If children still need to work on developing their use of simple algorithms they can play the Bee- Bot app rather than the more difficult Pyramid app. - Children to create their own map for a physical Bee Bot (roamer/floor-bot) to navigate around. Children to put in blocks (bugs) for other children to navigate around. Children can include set areas on their maps possibly linked to topic E.g. Explorers topic- may have a cave, a rainforest, an ocean. - Once each teams map is created children should swap and create an (algorithm) using the physical Bee-Bot for get from a given starting point to a given finishing point E.g. cave to the rainforest?	Computing Links to: Mathematical vocabulary – position, direction and motion Spoken language – listen and respond appropriately to their peers speak audibly and fluently Potential thematic links regarding course (designed around current topic work) <u>Resources</u> I-Pads with Bee-Bot app/ Bee- bot challenge app. Bee-Bot/floor-bot/roamer Bee-Bot maps A3 paper pens <u>Key vocab</u> <u>Algorithm</u> – an instruction/direction which achieves a goal <u>Program</u> – when an algorithm/instruction is inputted on a digital device <u>De-bugging-</u> Finding and removing bugs (problems) in a given programme.	- To understand that programs execute by following precise and unambiguous instructions - To create and debug simple programs - To use logical reasoning to predict the behaviour of simple programs