

Bee-Bot Race Track Mat



The Bee-Bot Race Track Mat encourages students to have fun while developing their analytical, mathematic and computer skills. The Bee-Bot Race Track Mat, offers an excellent opportunity to plan routes while avoiding all the usual problems such as tight corners, flat tires, oil on the track, etc. So have fun, wait for the lights to turn green and GO, GO, GO.

Here are some 'hints and tips' on how you might use the Bee-Bot Race Track Mat.

It has been designed so the Bee-Bot can twist and turn around the course.



Using the Bee-Bot sequence cards ask the children to look at the track/mat and see if you can get them to work out the route the Bee-Bot will take.



Can they count the number of left/right turns the Bee-Bot will need to take on its travel?



The students may wish to record their findings on a white board.

The Bee-Bot Grand Prix Game

Here are some simple game instructions in order to introduce a time challenge element. The game allows for a variety of sequences to be set, while pupils learn to plot their route and negotiate the twists and turns.

At the end of these notes are a selection of 6 photocopyable symbols. Each symbol represents a time penalty (Time penalty, equals 1,2,3 pauses within the Bee-Bot's sequence)(Pause Button*)



Broken Down = 3 x pause*



Flat Tire = 2 x pause*



Low Fuel = 1 x pause*



Oil Slick = 1 x pause*



Pit Stop = 2 x pause*



Rocket Fuel = minus x pause* (If the Rocket Fuel symbol is selected, the student can remove one of the other time penalty)

Game Instructions

1. Laying the six symbols face down, have the student roll a dice to determine the number of symbols to turn over.
2. When they have selected 1-6 symbols, get them to place them on the mat in various squares.
3. Now ask the student to program the route, allowing for the necessary pauses in the sequence.
 - (What will the students need to do to incorporate the pauses in the sequence?)
4. Using a stopwatch, have the students time how long it takes for the Bee-Bot to complete the course.

If the students have a particular set of symbols, they need to incorporate the pauses into their route affecting their eventual time. So why not have two teams racing against the clock? Have the students plot out their route before they begin. You could have a flag to signify the start and finish.

Why not design your own racing Bee-Bot's? Decorate your shells with go faster stripes or racing car logos and numbers.

- Make some aspects of your mat three dimensional with flags, foliage, stands, etc. from art materials. Design a podium for the winners.
- Make victory garlands from leaves.
- Have pupils suggest team names.
- Why not have sound effects or relevant music playing as the Bee-Bot races around the course?

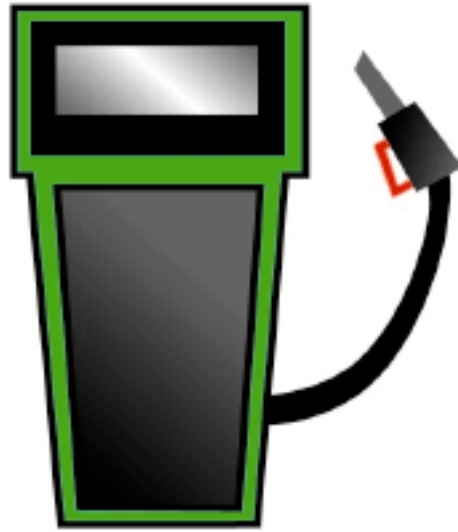
Have Fun!



Remove Pause



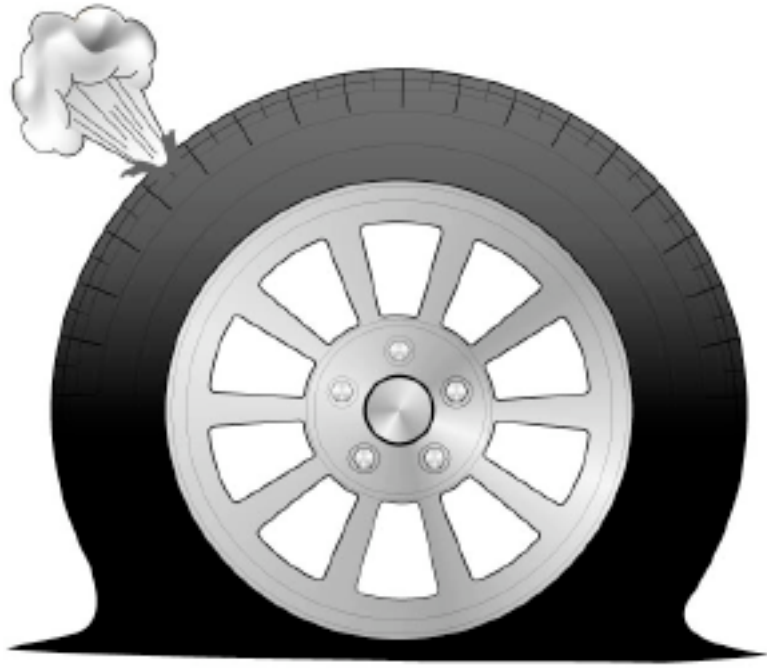
3x Pause



1x Pause



2x Pause



2x Pause



1x Pause