

## Bee-Bot Seaside Mat Notes

These notes are meant to provide some useful starting points when using the Bee-Bot.

Whilst the control and programmable elements are direct I.C.T objectives there are plenty of opportunities to provide cross curricular links with geography including reinforcing both seaside and directional vocabulary.

### Suggestions

- Ask the children to look at the various items/places in the seaside town. How many shops or pieces of street furniture etc can they see?

- What geographical vocabulary can be developed by finding street furniture e.g. lamp post, post box, grate etc. can they recall where they have seen such an item?

- What materials can they see in the seaside town? E.g., bricks, wooden doors, metal bins etc

- Ask the children to consider what happens in all of the different buildings? What might they buy there? What might they go there for? Ask the children to describe any similar places that they have been to themselves?

- What words can they see? If the words were removed would they still be aware of the places context and why?

- Devise stories around the seaside town. Describe someone's typical day.

Retell their journey by sequencing where they visited.

- 'People Who Help Us' could also be incorporated into this section. Where would the life boat men work?

- Play the lost game – make a collection of items (for example – a postcard, a tourist information leaflet, a car parking ticket) and get you class to program the Bee-Bot to deliver the items to their correct place on the mat.

- Bee-Bot has arrived in the seaside town. Which accommodation will he choose to stay in and why? What are the similarities and differences between the different accommodations that are available?
- Signs – why not ask the pupils to make additional signs for the seaside town – e.g. – speed limits or posters.
- What sounds would you expect to hear on the street (why not make your own recording!)

Set up scenarios and ask your pupils to plan the route. For example:

- Bee-Bot is meeting his friend on the beach later on today, before that he wants to get himself some lunch and visit the lighthouse. Plan his route! - Bee-Bot is planning a trip to the fun fair later, but first he wants to know more about the town and wants to have tea at the hotel – plan his route!
- Send the Bee-Bot to buy a souvenir of his trip to the seaside for his friends? Where would he go to for this?