

Human Beebot Activity

In this activity, children will work in pairs. One child will be the Beebot and the other will be programming their friend. They will need to listen carefully to instructions and give clear instructions!

What do I need?

- Beebot masks for half of the number of children participating.
- A space to work in and move around without being on top of each other.
- Beebot 'buttons' [optional]

Teacher Background Information - Why are we doing this?

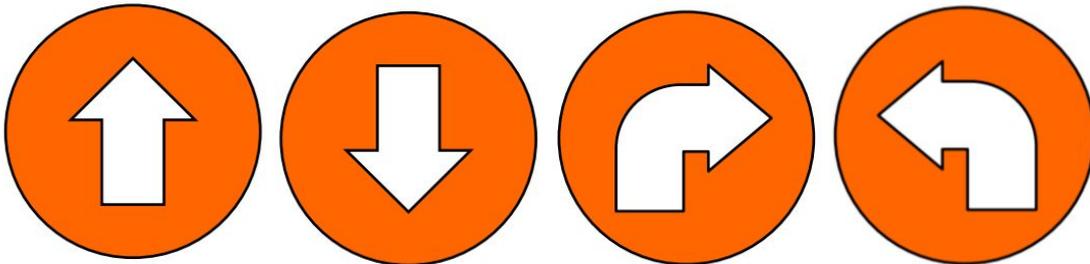
The hardest part about programming is giving the computer the correct instructions - the algorithm. At this early stage, children practise giving their partner careful instructions to get them to familiar places in an environment. If it doesn't work, they can 'debug' it. Once they're confident, they can be given a target place to get to and work backwards to work out the instructions - this is decomposition.

Whilst these terms are tricky, the concepts are something the children can work on in the concrete world.

What do I do?

Show children the masks and explain that they're going to take turns being the Beebot and following the instructions. Emphasise the need to do **exactly** what your partner says.

Explain that the children can choose 4 instructions. You can either print these and the children can tap them to show they want that action, or just use the words 'forwards' 'backwards' and 'turn [point to show direction]':



What would they do if their partner 'pressed' or said  ?

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Try different combinations of forward and backwards.

When you get to  make sure the children know they don't move anywhere, just turn on the spot!

When they're confident using the different commands they can send their partner around the room by giving them directions 'Go forward 3, turn [point], then forward 2'.

If the children become confident, give them the challenge of reaching a specific point in the classroom e.g. can you program X to get to the bookcase?