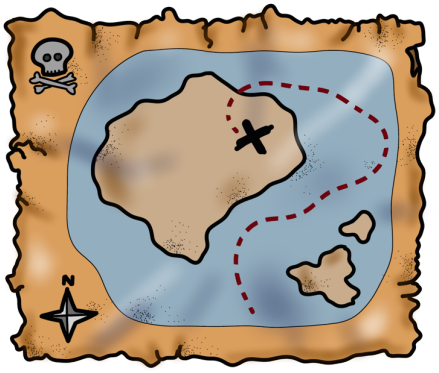

Play Bee-Bot Pirate!

2 teams race their Bee-Bot Ships to the treasure.

This game designed for 2 Bee-bot robots leads little learners ages 4 and up from "poke and play" to planning and coding their robots' path.
Includes Costumes, Obstacles and 4 ways to play!

Created by
Gail Lovely of Suddenly It Clicks!
GailLovely@SuddenlyItClicks.com

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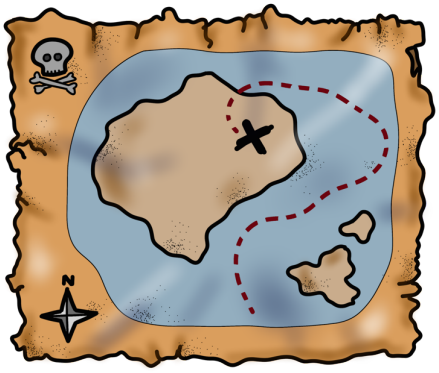

Play Bee-Bot Pirate!

2 teams race their Bee-Bot Ships to the treasure.

Need:
two teams, 2 Bee-bots, 1 treasure chest, Bee-Bot pirate ship costumes, and one grid to work on.

Set-up:
Place two Bee-Bots on opposite sides of a grid. Position the treasure chest in "the middle" of the grid

Outcomes:
Provides practice in coding, debugging and efficiency in coding. Assumes learners have coded Bee-Bot before.

Weigh anchor, move smartly and don't find yerself marooned on a desert island! Sail Ho! And watch out for the other pirates there be t'others about!

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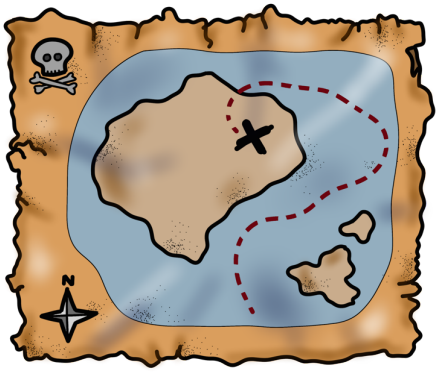

Play Bee-Bot Pirate!

2 teams race their Bee-Bot Ships to the treasure.

Game Versions:

Because this is a competitive structure with a race to the treasure, be certain to notice how learners react to the thrill/stress of the race. If it becomes the focus rather than the coding you may want to alter the strategy.

1. Teams take turns giving their "ship" one command.
   In this version players are focusing on each step without any record-keeping of their moves. This is good for the littlest learners or for first-timers. Because the two teams take turns they may notice that efficiency (fewer steps) will get them to the prize faster. (lessons: directionality, point-of-view, collaboration, cooperation)

2. Add simple obstacles to the grid
   Same as version one but with added "barriers". Maybe stay thematic by adding rocks or barrels or sea monsters which they must not land on. ((lessons: directionality, point-of-view, collaboration, cooperation, depending on the barriers, this could be an opportunity to include some vocabulary)

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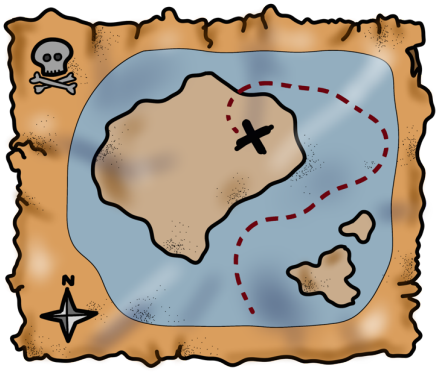

Play Bee-Bot Pirate!

Game Versions (continued):

3. Give teams a certain number of minutes to plan their path coding it either writing the steps down or using programming tiles or Bee-Bot cards to plot their course. When time is up you can have the teams program their pirate ships (push all the buttons except "go") On the command "YO HO HO GO!" they push the "go" buttons on their Bee-Bot pirate ships and see who, if anyone, gets to the treasure. (lessons: moving from coding to programming, recording the steps, reading those steps and enacting those steps, possibly debugging (fixing their program and trying again) also directionality, point-of-view, collaboration, cooperation, perseverance)

4. After learners have written their program, use a pirate die to create unexpected challenges and have the teams "debug" or edit their programs to get to the treasure.(lessons: moving from coding to programming, recording the steps, reading those steps and enacting those steps, possibly debugging (fixing their program and trying again) also directionality, point-of-view, collaboration, cooperation, perseverance)

Make a Bee-Bot Pirate Costume

Print this on card stock.
Cut out on solid lines, fold on dotted lines.
Use tape to secure the front prow.
Overlap the stern (with or without the skull and crossbones showing.
Tape the stern.
Use some sticky putty to adhere the costume to your Bee-Bot.

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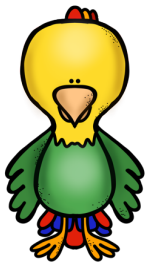

Bee-Bot Pirate

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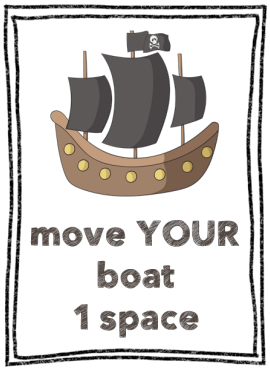
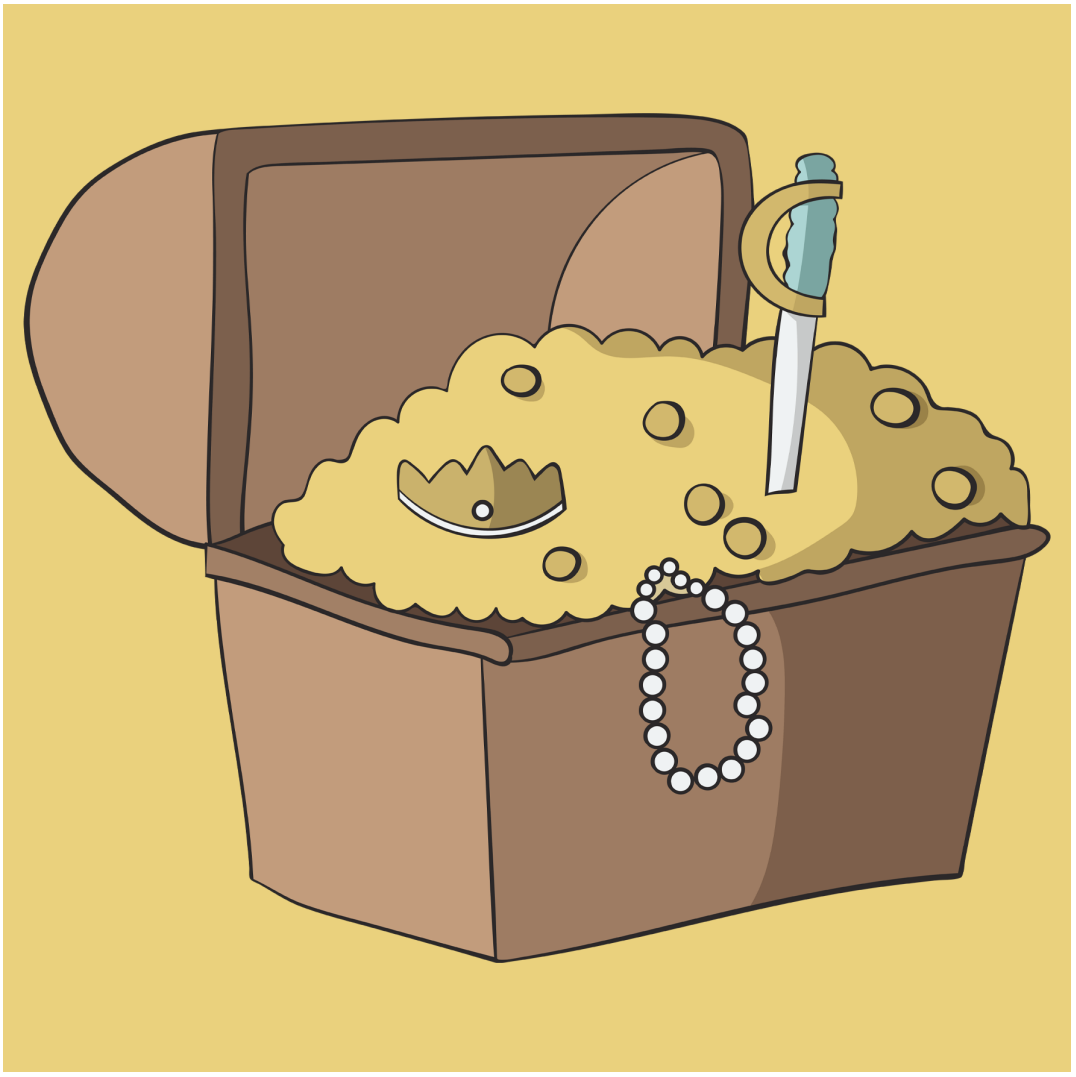
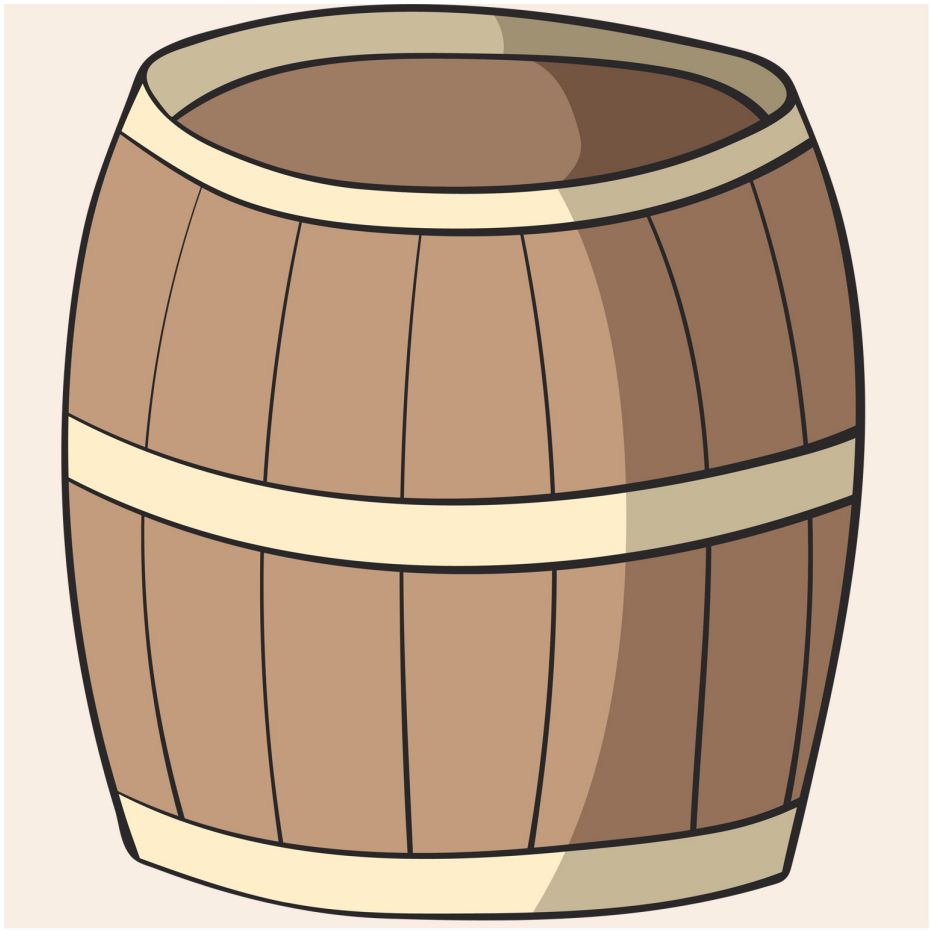
Pirate Dice faces for added challenges and fun!





Treasure square

GailLovely@SuddenlyITClicks.com



Suddenly It Clicks

SuddenlyItClicks.com

Pirate Game Barriers

(better yet, have learners make these.)

Created by Gail Lovely
GailLovely@SuddenlyITClicks.com
@glovely
http://suddenlyitclicks.com

ClipArt by Edu-Clips.com
ClipArt by WhimsyClips.com
Some Fonts by Hello Fonts

Ship design with assistance from Ron Lovely