



# Bee-Bot by Terrapin Logo

Science and More in the PK-K Classroom

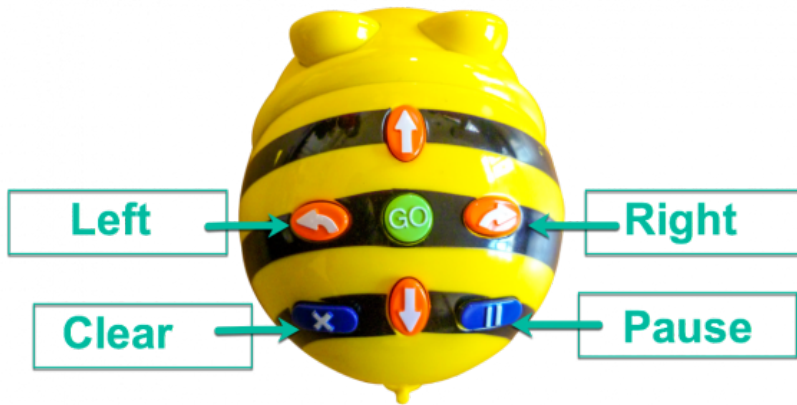
## The Basics

- Designed specifically for young children
- Easy to operate.
- Ages PreK to Grade 2

## Skills

- Sequencing
- Estimation
- Problem Solving
- Collaboration



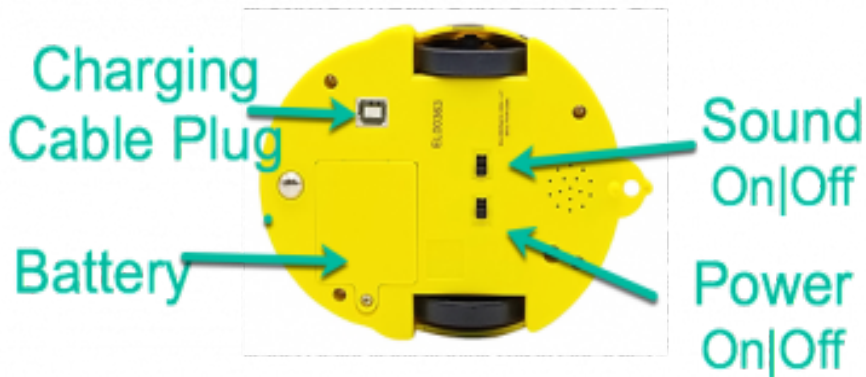


## Basic Controls

Directional Arrows

- Left
- Right
- Forward
- Backward

**Clear button**- you must clear the program before moving on.



## Device Options

- Charging cable plugs into the **USB** port on the Macbook
- Power On/Off
- Sound On/Off
- Battery



## Bee-Bot Docking Station/Hive

Charges 6 Bee-Bots at a time.

Plugs into a wall outlet



## Bee-Bot Mats



### Farmyard Mat:

Problem: Get Bee-Bot to the Cows.

### Alphabet Mat:

Problem solving:

- Beginning letter sounds
- Letter identification
- Spelling



### Clear Mat:

Different cards can be placed under the transparent layer.

Problem solving:

- Tell a story
- Identify sight words/names
- Math problems
- Create a map of your classroom

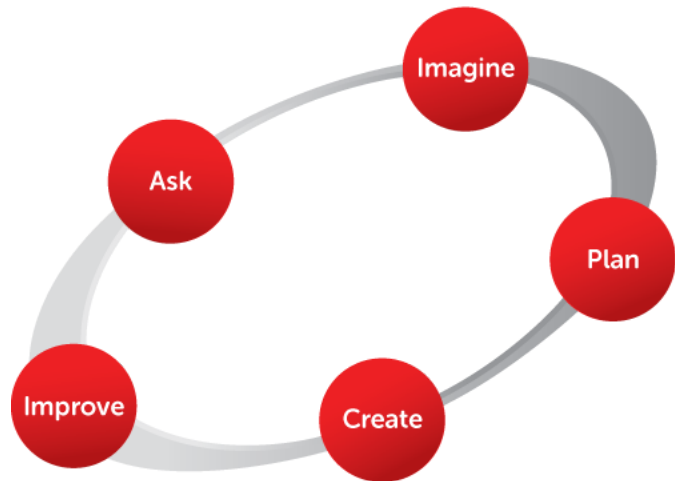
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## Standards: PK

- Shape Recognition
- Identify Basic Shapes
- Letter Recognition
- Connects Numbers with Quantities

## Standards: Kindergarten

- Elements of a Story
- Recognize and name all upper case letters
- Read high frequency words
- Identify rhyming words
- Work effectively with a partner/team
- Persistence when solving problems
- Use the Design Process to solve problems



## Bee-Bots and Students with Special Needs

- Communication/Prescriptive Language
- Blind/Low Vision (Physical)
  - Tactile/Sounds
- Making Abstract Visible (Intellectual)
  - Scaffolding, Movement and Displacement

## Resources:

Bee-Bot Stories and Videos: <https://www.terrapiinlogo.com/bee-bot.html>

Pinterest Ideas: <https://www.pinterest.com/suppliesforscho/bee-bot-floor-robot-ideas/>

Contact your LMS or: [cynthiag@hickmanmills.org](mailto:cynthiag@hickmanmills.org) or [diedres@hickmanmills.org](mailto:diedres@hickmanmills.org)

