

# Bee Bots and Literacy Activity

**DESCRIPTION:** This activity provides students with time to practice sequencing so they can understand algorithms before they even know the meaning of the word. This activity includes the practice of computational thinking and coding.

**AMOUNT OF TIME: 10-15 minutes** 

**MATERIALS NEEDED:** 

The Three Little Pigs book (any adaptation)

A piece of paper or shower curtain with 5x5 grid boxes drawn on the sheet

Images from the book to tape in a random order on the grid Bee Bot device



## **OBJECTIVE(S):**

- 1. The student will be able to retell a story using a Bee Bot to identify key details.
- 2. The student will be able to code a Bee Bot to accurately move it across a grid to identify key details in a story.

#### **COMMON CORE STATE STANDARDS:**

#### CCSS.ELA-LITERACY.RL.K.2

With prompting and support, retell familiar stories, including key details.

## **ISTE Standards for Students: 1.5 Computational Thinker**

### 1.5.d Algorithmic Thinking

Students understand how automation works and use algorithmic thinking to develop a sequence of steps to create and test automated solutions.

#### STEPS TO COMPLETE THE ACTIVITY:

- 1. A grid including images from a story placed randomly, and not in sequence of the story they will retell, is presented to the students.
- 2. They are shown how to use the Bee Bot to move it forward, back, left, and right before pressing Go to have it move the specified grid boxes.
- 3. Then students are asked to retell the story by moving the Bee Bot to each image beginning with the front cover of the book.

## **EXTENSION ACTIVITIES:**

1. Students are asked to make the Bee Bot move to the:

a. last event in the story.	
b. the event that happened right after	_ in the story.
c. the event that happened right before	_ in the story
And so on	