# BotSTEM – Erasms+ KA2 Project

**2017-1-ES01-KA201-038204**

## Good practice template

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| **1. Title of the activity / practice** | **Beebots for stimulated recall of science content** | |
| **2. Origin of the activity** | Åsa is a teacher for children 6 to 11 years old but the last years she has been working in preschool class. Åsa and her colleagues started recently to work with robotics, after the curriculum included programming in its content. A few months back they downloaded the bluebot app for iPads and familiarized the children with it. Some children learned quickly and others needed more time and to help learning, the teachers created small paper pictures of the beebot. These paper-beebots were used by the children on the iPad-screen, where they placed the beebot stepwise on the path they were supposed to program. This gave them a chance to think and try the path physically ahead, before programming the iPad-bot to follow the path. Next, the teachers bought the physical beebots and bluebots, for further practice of programming. | |
| **3. Age of the students** | 6 years old | |
| **4. Target group (type of the learners, size of the group)** | | |
| **5. School subjects + topics concerned** | Science and technology, but also social aspects of the curriculum. | |
| **6. Educational goals of the practice** | Knowledge of programming and of a science content. | |
| **7. Duration** | | |
| **8. Place** | Classroom / lab / outdoors / at home, etc. | |

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| **9. Short description of the activity** | The children learn about the four seasons by taking walks together with their teachers to a certain tree they follow during the year. On their way to the tree, they observe changes in the nature and they photograph flowers etc. The teachers then print these pictures for use on a rug the teachers themselves have created, for the beebots. The pictures are placed in different squares on the rug and the children are given tasks that involve programming the beebots to the right picture. These tasks could be to program the beebot to walk to the flower called X or to the plant with certain features, or to go to different photos in a certain sequence of events related to the seasons, for instance. |
| **10. Evaluation** | |
| **11. Materials / Resources / technical requirements** | Rug, Photos, Beebots/Bluebots |
| **12. Tips for educators / theoretical background (if applicable) or curriculum context** | |