Map Skills with Beebot

BeeBot needs to make his way around the city and visit different places. Take turns being the programmer, task master, and feedback team.

Programmer- codes the robot
Task Master- tells the programmer where to start and end
Feedback Team- gives advice and feedback on what worked and didn't work for the programmer

Use terms like North, East, South, and West when making your turns and movements.

Ozobot

Choice 1: Turn on your Ozobot. Start at one number and write it on the first box. Where the robot ends is your second number. Complete the math problem.

Choice 2: Pretend your Ozobot is a figure skater. Create a code for them to follow that has at least 1 tornado spins, 1 u-turns, and 1 other code.
Test your code.

Sports Math with Dash

Code Dash to play basketball.
Put a tally mark for how many times you make a shot and how many times you miss.

Calculate your percentage of free throws. Take the number of **free throws** made and divide it by the total number of attempts. You then multiply that number by 100 to get the **percentage**.

Reading, Writing with Cubetto

Read the story book and code Cubetto through his day.

You can also create your own stories.

Science with Dash

Use an iPad and the Epic! App.
Pick an animal book. Review the book.

Create costumes and props for Dash to
teach about the animal.
Program with Blockly.

Add voice, movement, and lights.