



BEE-BOT CHALLENGES

WORKSHEET PRINTABLE SET

BEE-BOT CHALLENGE CARDS

<p>Program your Robot to move forward</p>	<p>Program your Robot to make 1 turn</p>
<p>Program your Robot to make 2 turns</p>	<p>Program your Robot to make 3 turns</p>

Created by Teachers ResourcesArg for Teachers Pay Teachers

BEE-BOT CHALLENGE CARDS

<p>Program your Robot to get to the beehive</p>	<p>Program your Robot to get to the beehive</p>
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**Critical Thinking and
Problem Solving
with Bee-Bot**

BEE-BOT UNPLUGGED CODING

Create a sequence of movements to make BeeBot get to the flower/beehive. You can add up some difficulty by placing the rock as an obstacle.

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BEE-BOT CHALLENGE

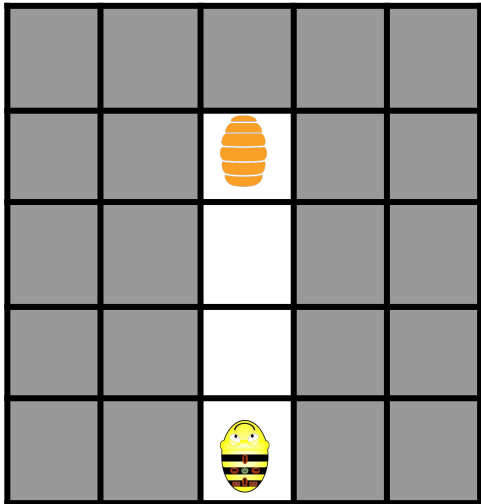
- Design the sequence of movements (Algorithm) BeeBot needs to make to follow the path represented in the grid.
- Enter the sequence of commands and check if BeeBot follows the same path in the grid.

This set includes:

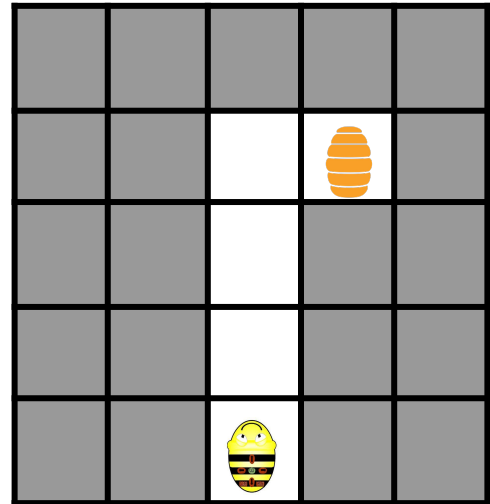
- Challenge Cards
- Unplugged activities
- Algorithm challenges.

S.T.E.M.

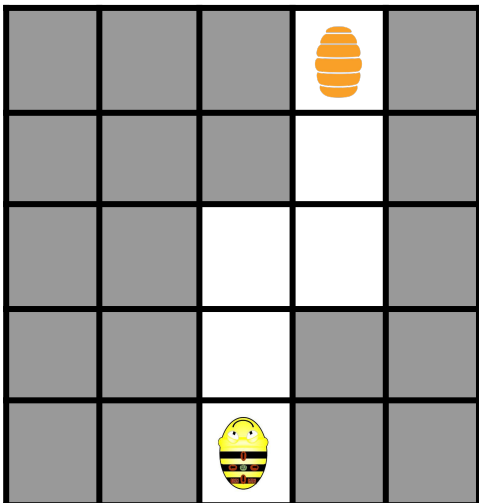
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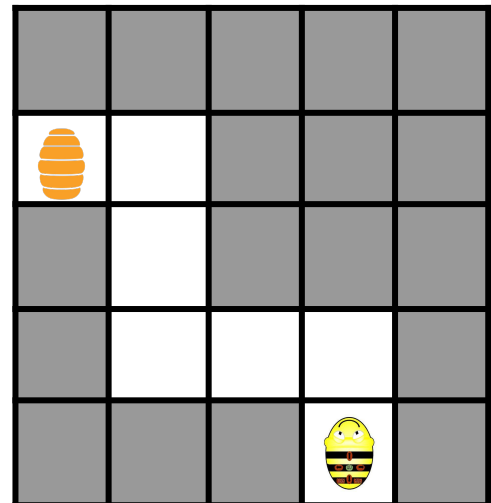
Program your Robot to
move forward



Program your Robot to
make 1 turn

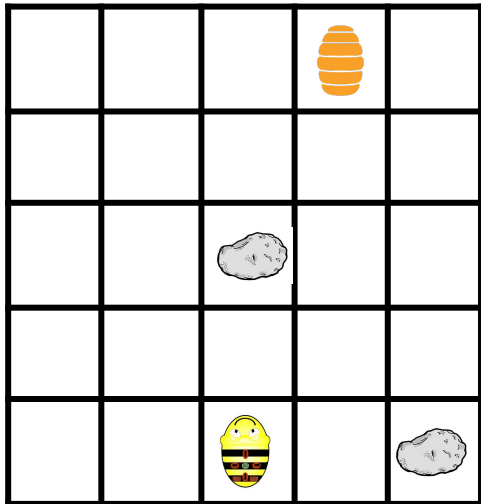


Program your Robot to
make 2 turns

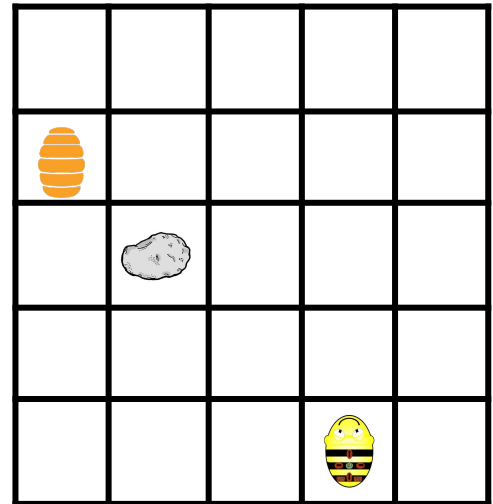


Program your Robot to
make 3 turns

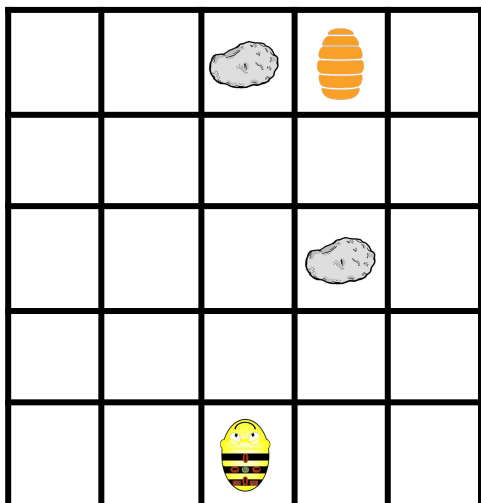
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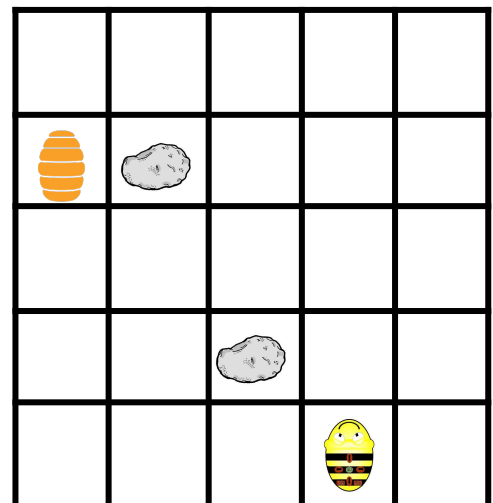
Program your Robot to get to the beehive



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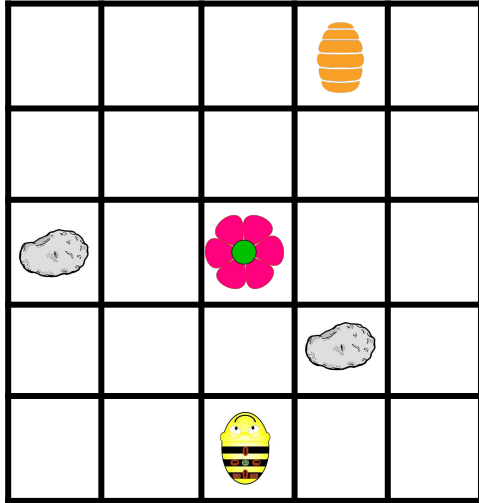


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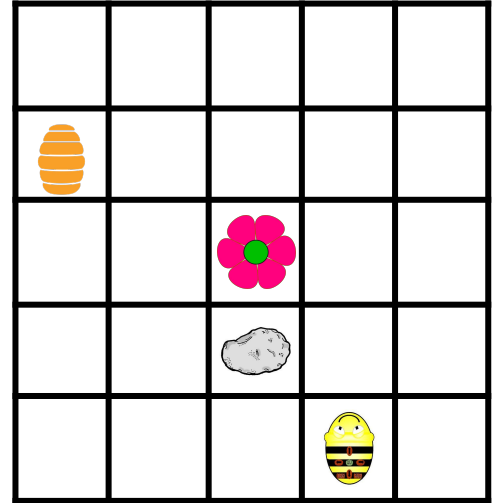


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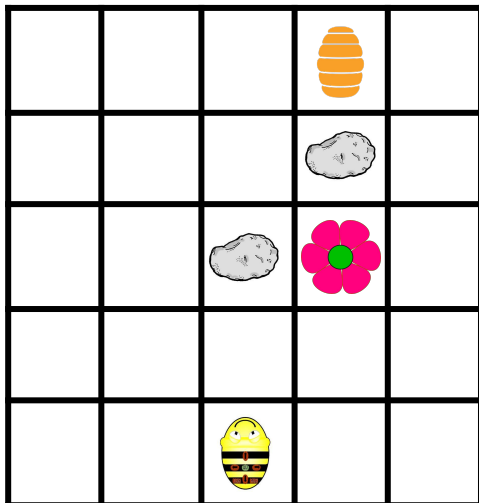
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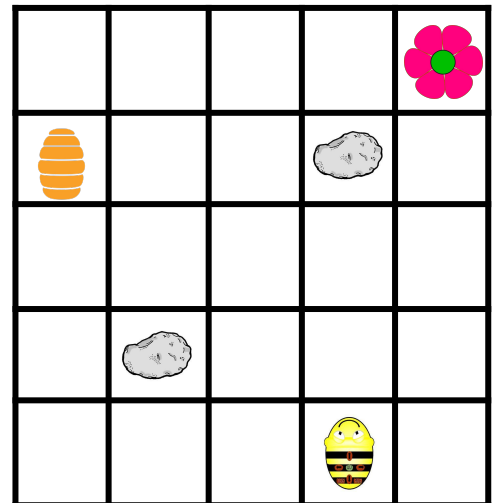
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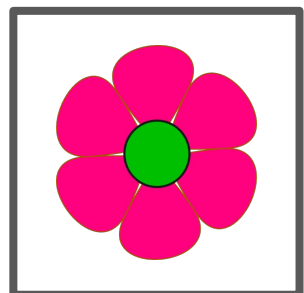
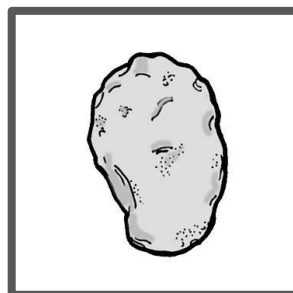
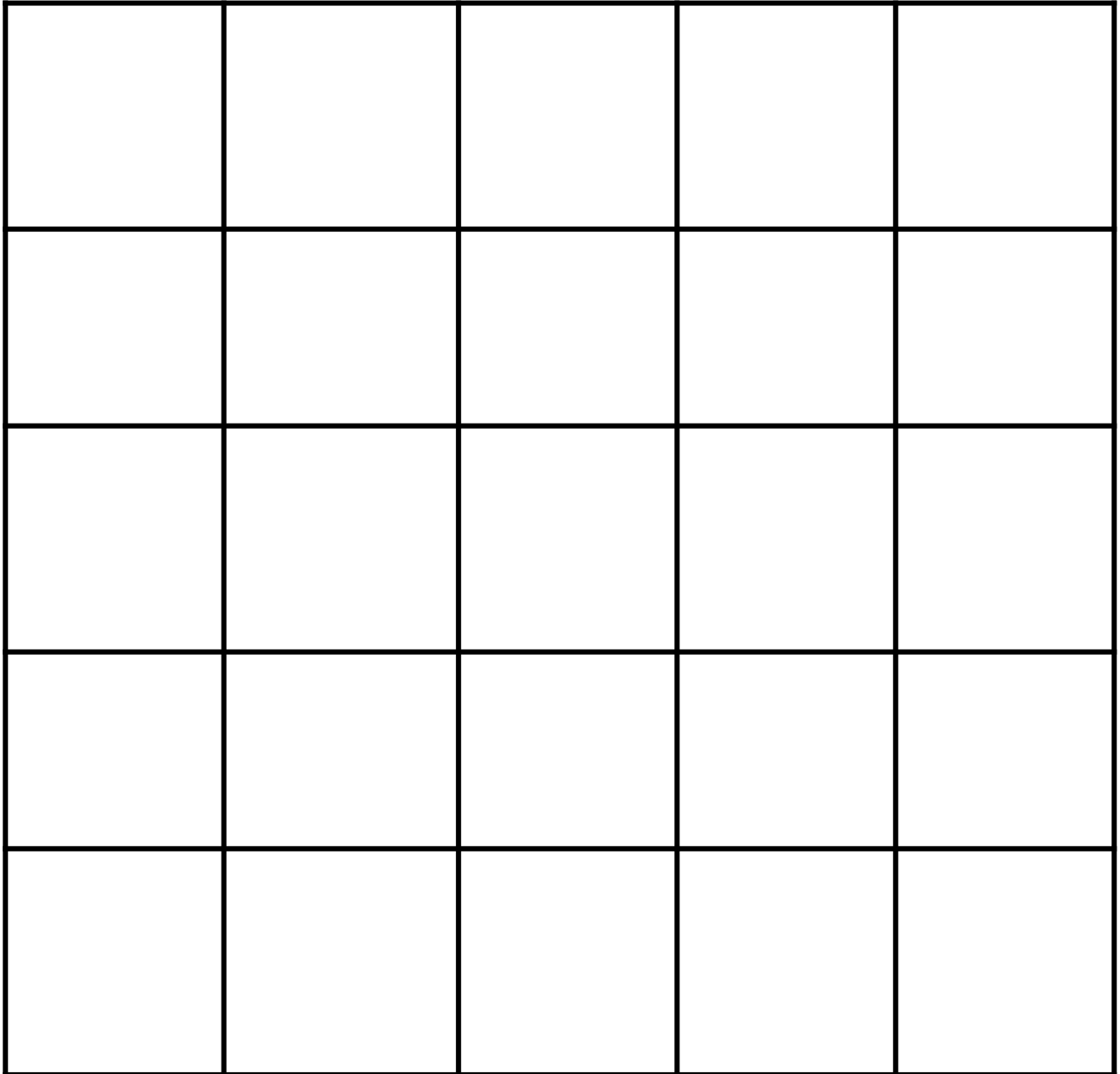
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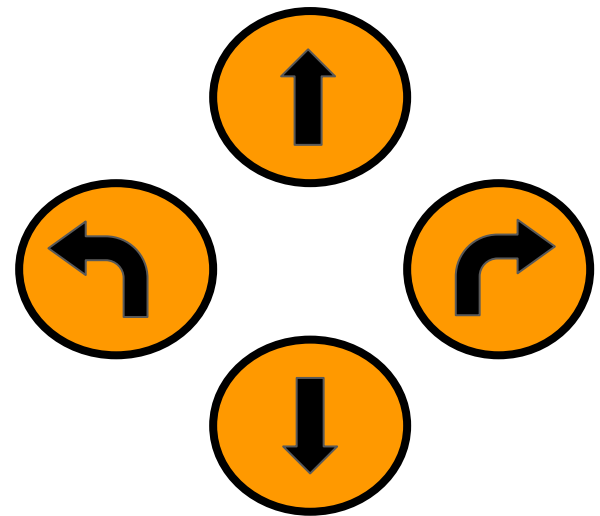
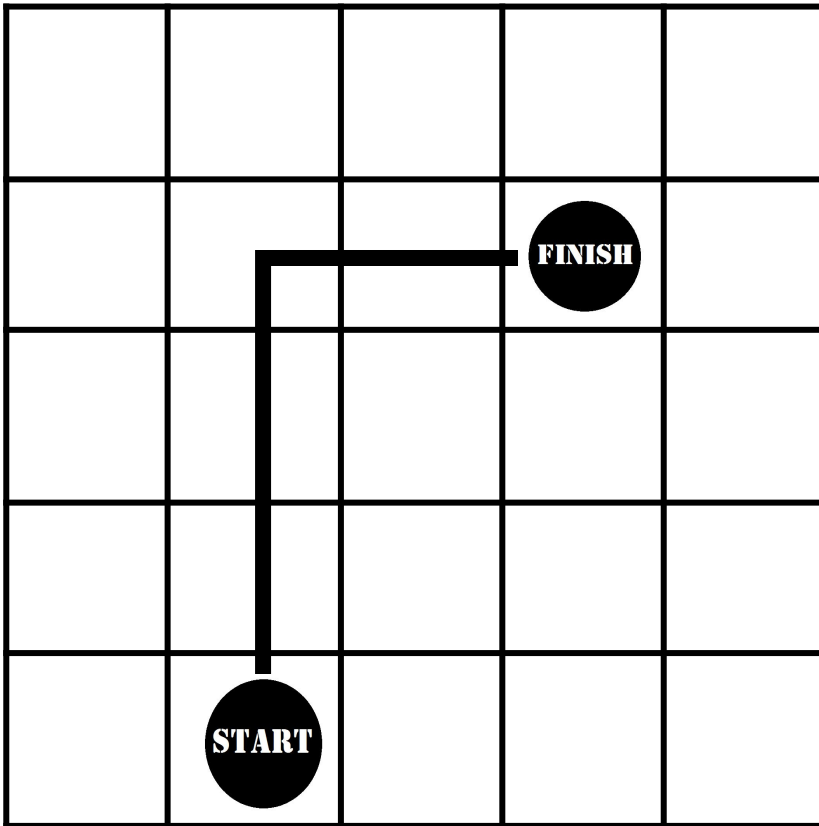
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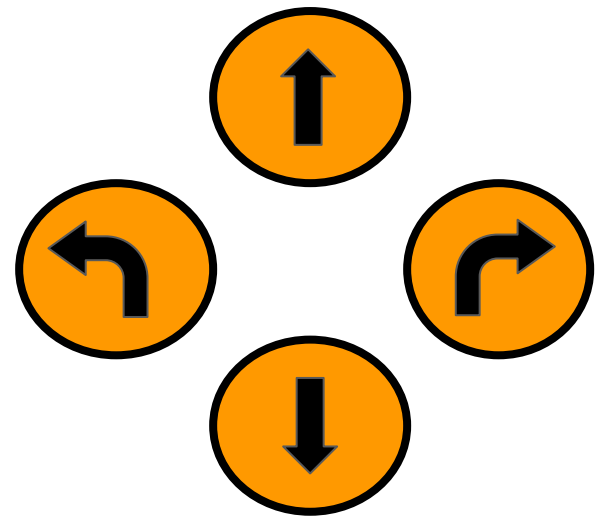
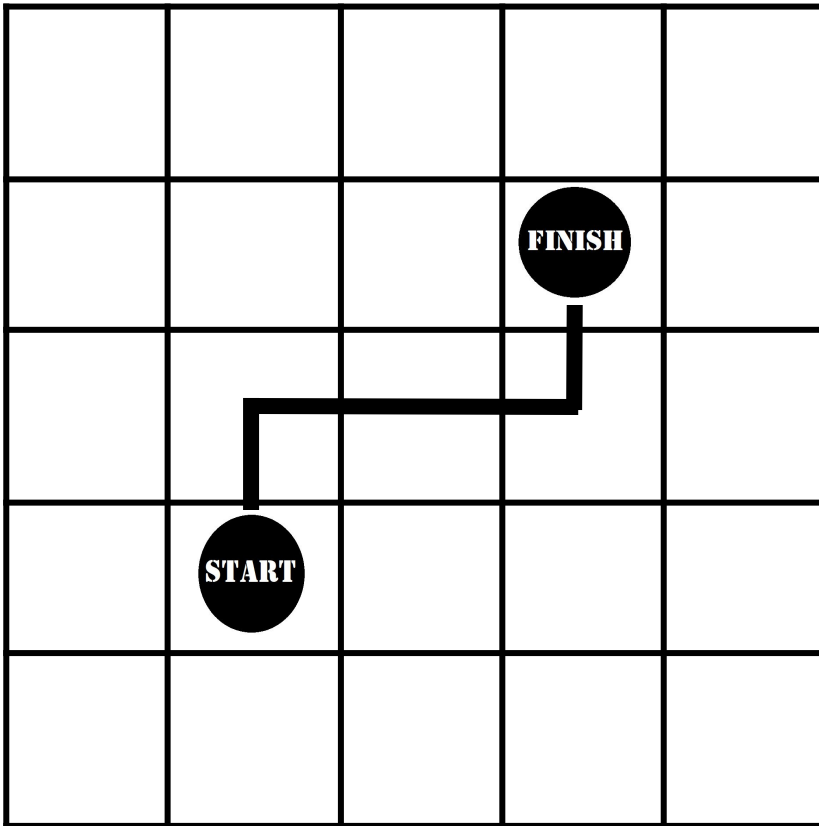
BEE-BOT CHALLENGE

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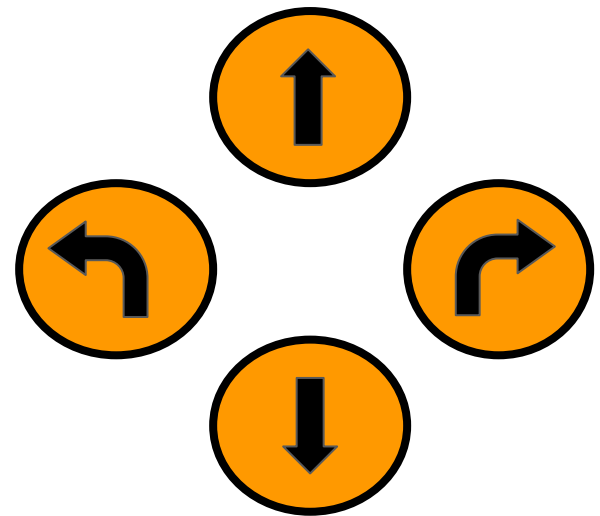
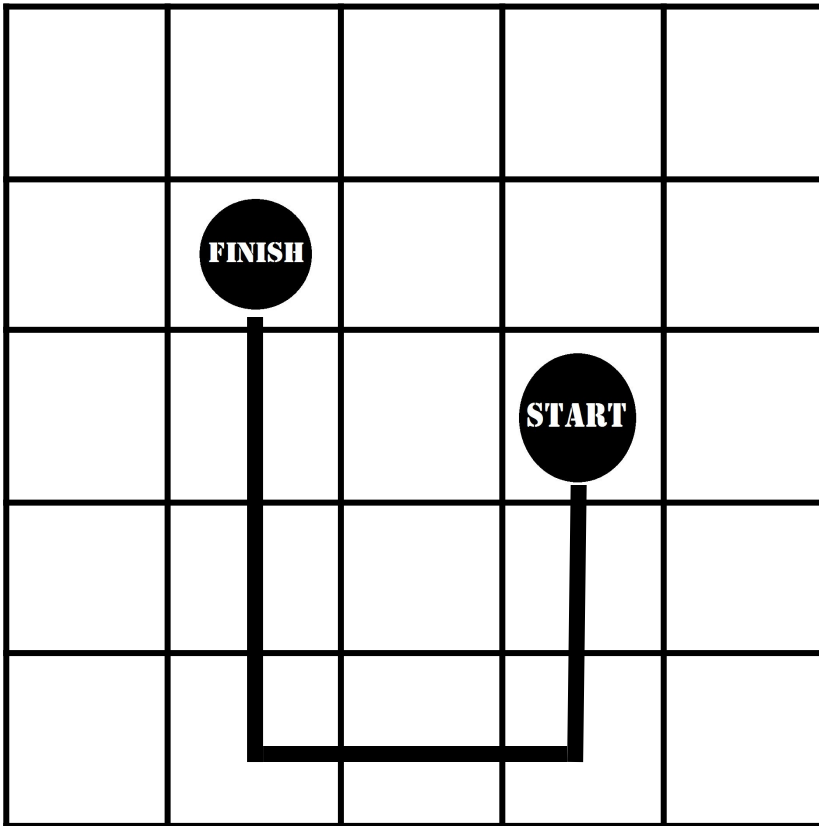
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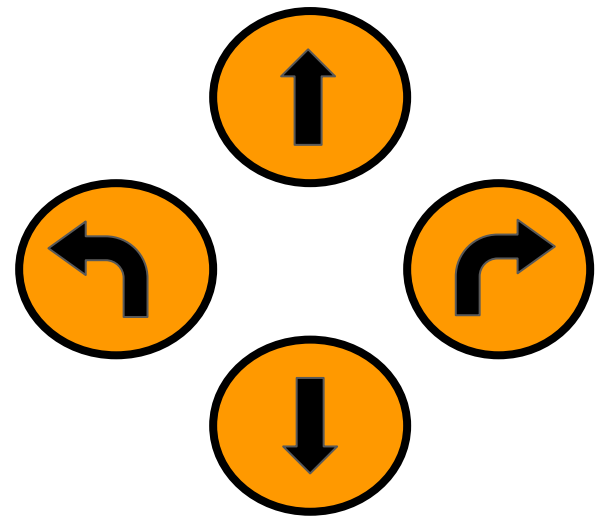
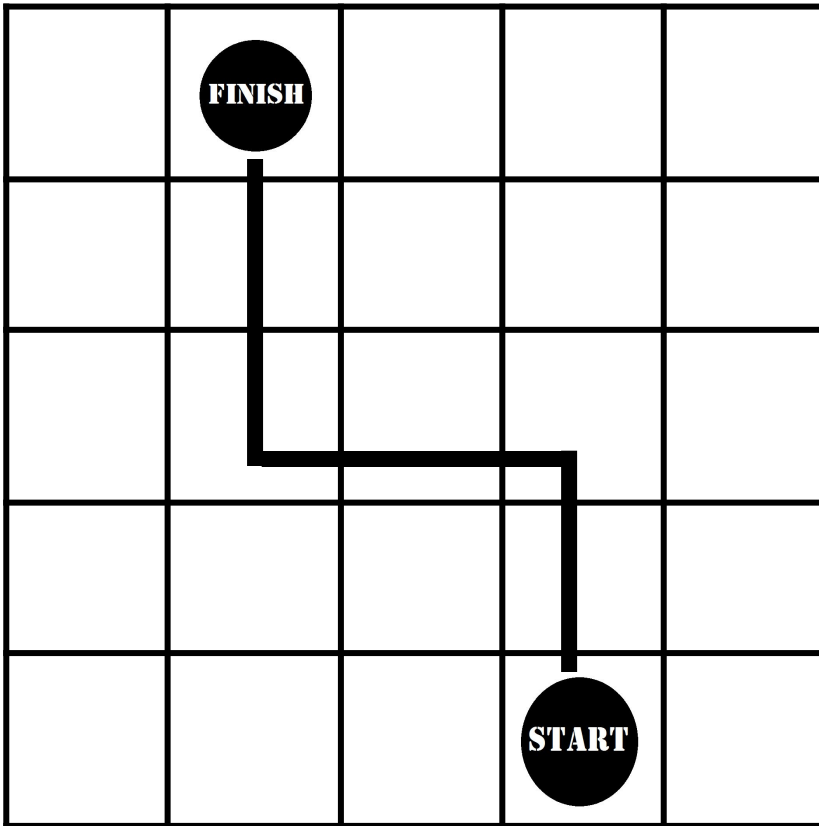
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