

EC4 INFORMATION TECHNOLOGY FRAMEWORK

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OVERVIEW:

Students acquire the age-appropriate technology and media skills while making strong connections, usually linked to units of study in the homeroom class. Students use the Bee-Bot, a programmable toy to sequence simple steps, to move the Bee-Bot to destinations on mats that tie in with curriculum content. Students orient self, and objects in space directionality, using directional commands to move the Bee-Bot and predict floor robot routes by entering step-by-step instructions.

EXPECTATIONS:

The student will be able to:

Turn the Bee-Bot ON and OFF.

Play a classroom guided activity.

Follow given instructions.

Interact with peers to play group activities and develop problem-solving, critical-thinking, and decision-making skills.

Explore floor robot movements in a path to practice counting and problem-solving.

Define the bee bot journey (sequencing).

CODING COMMANDS INTRODUCED:

Clear
Forward
Left
Right
Go



INTEGRATION ACTIVITIES:

Stories
Dinosaurs
Nursery rhymes
Curriculum Themes



RESOURCES:

Bee-Bots
Mats & Activities

PERFORMANCE INDICATORS

LEARNING TO LEARN

Sequence simple steps to move the Bee-Bot to destinations on mats that tie in with curriculum content. DOK 1 E

Orient self and objects in space and directionality using directional commands to move the bee bot. DOK 2

Predict floor robot routes by entering step-by-step instructions. DOK 2