

Bee-Bot Project

Session 4

Subject – Maltese and Social Studies

Topic – Animal Homes

Target group – Kinder 2 and Year 1

Time – 45mins

Resources

- ✓ PowerPoint Presentation - ***Session 4 Animal Homes.pps***
- ✓ 2 Bee-Bots
- ✓ 2 transparent plastic mats
- ✓ 2 card envelopes
- ✓ 2 sets of cards with pictures of animals and their homes – ***cardshomes.pps***
- ✓ 1 worksheet – ***Worksheet Animal Homes.pdf***
- ✓ 1 KidPix activity – ***animalhomes.bmp***

Objectives

- Children will learn:
- ✓ The name of various animals found on a farm
 - ✓ The name of the homes where such animals live
 - ✓ To program the Bee-Bot to reach a set destination
 - ✓ To use the line tool in KidPix

Presentation of topic

- ✓ The session starts off with the teacher letting children listen to the nursery rhyme (Iz-Zunzana Ddur Iddur) they recorded during last session by means of the EasiSpeak. This acts as a revision for the previous lesson and a starting point for today's lesson too.
- ✓ Today children will focus on revising the names of some of the animals covered during the previous lesson and learning the names of where these animals live (their homes). The first two slides set the scenario for this. The slides depicts once more Ganni's farm and his animals but this time it's not daylight but during the night. Ganni will be going round the farm to check that every animal is sleeping safely in his home. This enables children to focus on each animal one by one and on its home.
 - Example: They see a kennel on Ganni's farm. The children have to guess which animal lives in that house – the dog.
- ✓ The children will then verify their answer by clicking the mouse on the teacher's laptop. If they guessed correctly they can see the animal coming out of its home. If there is an interactive whiteboard present in class, instead of clicking on the teacher's laptop, the children can come out and touch the board to check whether they have guessed correctly which animal lives in that particular home.
 - The animals tackled during this lesson are:
 - Pig, Dog, Horse, Cat, Cow, Duck, Hen and bird

Group Activities

- ✓ Following the presentation of the topic, the class can be divided into groups where they will be actively engaged in various activities that can be carried out related to this topic. Activities suggested will focus on the use of the Bee-Bots. Alternative activities can also be carried out. On-screens to be worked on the classroom desktops and worksheets are also being suggested. It is recommended that the different groups rotate from one activity to another for all the children to have a chance at handling and programming the Bee-Bot. In this way children will have the opportunity to practice what they have learnt using various methods and technologies.
- ✓ Children are grouped into 4 groups. 2 groups will work with the bee-bots, another group at their class desktops and another group at their desks. Then they will swap activities.
 - **Activity 1: Bee-Bot Activity**
 - The children can see a mat in front of them. Stuck on the mat there are pictures of animals. Children have also an envelope full of cards on which there are pictures of the homes of those animals. Children have to pick a card from the envelope, say the name of that particular home and who lives in it. Then they have to spot that animal on the mat and program the bee-bot to go on that animal.
 - **Activity 2: KidPix Activity – animalhomes.bmp**
 - Children will work on their desktops this time. They have an activity where they can see the homes of various animals stamped on screen. There are also the animals that live in those homes stamped on screen. The children’s task is to match the animal with its home by using the line tool in Kidpix.
 - **Activity 3: Desk Activity**
 - Children will work at their desks. They have a handout where they can see pictures of various animals and their homes but all are mixed up. The children’s task is to match the animals they have on the handout to their respective homes.

Conclusion

- ✓ To summarise what has been learnt, the children are encouraged to follow the last part of the presentation **Session 4 Animal Homes.pps** Slides 11-20. The class is presented with a game. They are encouraged to look at the slides where they can see an animal and 3 different homes (homes are numbered). The children have first to identify the animal and then the home where it lives. The children then have to check their answer by clicking the right home on the teacher’s laptop. If there is an interactive whiteboard present in class, children can come out and click on the home

where they think the animal they are seeing lives. Attached to each house there is a sound that helps children understand if they chose the correct house. Thus whenever the children click on the right answer they can hear a positive sound (hurray!).