Bee-Bot Project

Session 5

Subject – Language and Social Studies	**Topic** – Animal By-Products
Target group – Kinder 2 and Year 1	**Time** – 45mins

Resources

- ✓ PowerPoint Presentation - *Session 5 Byproducts.pps*
- ✓ 2 Bee-Bots
- ✓ 2 transparent plastic mats
- ✓ 2 card envelopes
- ✓ 2 sets of cards with pictures of animals and their by-products - *Cards for Bee-bot Mat - Animal Products.pdf*
- ✓ 1 worksheet – *Worksheet Animal Products.pdf*
- ✓ 1 PC Activity – products.pgs (Primary Writer)

Objectives

Children will:
- ✓ Revise the names of farm animals
- ✓ Revise the sounds of these farm animals
- ✓ Learn the names of various products that are derived from these farm animals.

Presentation of topic

- ✓ The session starts off with the PowerPoint presentation - *Session 5 Byproducts.pps.* The first two slides act as a revision. Children can see on screen once again Ganni on his farm accompanied by his animals. Children will revise the names of the animals as they appear on screen as well as their sounds.
- ✓ Then the teacher explains to the children that these animals are very special to us since they give us lots of things.
- ✓ On the next 6 slides, children can see Ganni on his farm thinking about a particular animal (example pig). There are 2 children, a boy and a girl, who explain to Ganni that the pig is a source of meat, bacon and even sausages for us people.
- ✓ The children are encouraged to continue watching the presentation and to try to guess what kind of products can be derived from the animal Ganni is thinking of. Then they can verify their answer by clicking in the circle.

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.

o   Activity 1: Bee-Bot activity - ***Cards for Bee-bot Mat – Animal Products.pdf***
The children are presented with a mat on which they can see pictures of animals. On every card they can see pictures of products that can be derived from these animals. Children have to randomly pick a card from the envelope on which they can see a particular product. They have to name the product they have picked up and find on the mat the corresponding animal that can give us that particular product. The children are then to program the Bee-Bot to follow a route which will get it onto the correct card.

o   Activity 2: Bee-Bot activity - ***Cards for Bee-bot Mat – Animal Products.pdf***
The children are presented with a mat on which they can see pictures of various products. On every card they can see pictures of farm animals. Children have to randomly pick a card from the envelope on which they can see a particular animal. They have to name the animal they have picked up and find on the mat the corresponding product derived from that particular animal. The children are then to program the Bee-Bot to follow a route which will get it onto the correct card.

o   Activity 3: Worksheet – ***Worksheet Animal Products.pdf***
The children are given a worksheet on which they have pictures of animals on one side and pictures of products derived from those animals on the other side. The children's task is to help the Bee-Bot match the animal to its product.

o   Activity 4: PC Activity *– **products.pgs***
This time children have to work with Primary Writer. The children will see on screen pictures of products on top of the page and pictures of animals at the bottom. The children's task is to drag the animal under the product it gives us – example drag the sheep under the ball of wool.

Conclusion

✓   To summarise what has been learnt, the children are encouraged to follow the last part of the presentation ***Session 5 Byproducts.pps*** Slides 9-16. The class is presented with a number of slides with pictures of an animal and 3 different products. The children are to look at the animal they see on screen and choose what type of product can be derived from that animal. The children can come out and click on the teacher's laptop to verify their answer. If an interactive whiteboard is present in class, children can come out and touch the correct answer. Positive reward is given to children for every correct answer.