Welcome To
The Bee-Bot
Treasure Island

CODE: ITSMAT1

The Bee-Bot Treasure Island mat directly covers Unit 2D of the QCA Scheme Of Work 'Controlling a floor turtle'. This mat will provide a useful starting point for teaching control and programmable aspects of the I.C.T objectives. The mat is designed to encourage the teacher and children to explore a number of different ways in which the Bee-Bot can be controlled. The teacher could be working with a group of children or it could be a small group of children working independently to consolidate their understanding.

The teacher can use a combination of the photocopiable sheets attached and the mat, in a number of different ways, depending on the age and ability of the children.

The Bee-Bot Treasure Island Game

The games is based around the photocopiable symbols attached to the back of these notes. By using these symbols, you can bring a real treasure hunt feel to the mat, whilst pupils learn to plot their routes, avoiding the perils of the island.

The Pirates Treasure

Split the children in to two groups, one group to be the Pirates and the other to be the Treasure Hunter's

The Pirates

Ask the Pirates to place the treasure chest symbol in a square on the mat in which they would like to hide the treasure.

Place the remaining symbols face down and ask the children to select between 1-6 symbols, determined by the roll of a dice. Remove the cards that were not selected and turn the ones that were.

The task is now to plot a route using all the chosen symbols in order of selection, to the reach the spot of buried the treasure. Plan out the route and then enter it into the Bee-Bot to see if it's right. (Do not let the Treasure Hunter's see)

The Treasure Hunters

- Keeping the treasure in the original spot.

Re-shuffle the symbols, lay them face down and again ask the treasure hunters to select between 1-6 symbols, determined by the roll of a dice. (Watch out for the sharks and swamp)

Now see if the treasure hunters can find the pirates buried treasure via their chosen symbols. (Use the compass to help find your way around the Bee-Bot Treasure Island)

Searching for the Treasure

Start the Bee-Bot on the pirate ship. Shuffle the photocopiable symbols and lay face down in a pile.

Individually ask the children to turn over the top picture, and then ask them to enter into the Bee-Bot the instructions they think will get them to that square on the mat.

If they are successful then they keep the card, if they are not successful then that card goes back to the bottom of the pile.

Keep playing until all the cards are gone.

The child with the most amount of cards is the winner.

- You could adapt the game by removing some of the more difficult to reach symbols from the pile or just simply start the Bee-Bot from a different point.

Hide and Seek

In pairs or small groups, ask the pupils to try this task. One group decides where to hide the treasure on the island but don't tell the other group where it is (Make a note of which square it is in)

The same group then plans a route around the island that leads to the treasure.

Give the plotted route to the other group and see if they can find the treasure.

- Ask the children to use descriptive and positional words to describe there route to the treasure e.g. Over the wood bridge, behind the waterfall and around the hot volcano. What geographical vocabulary can be developed?

- In all of these games the children could be introduced to simple recording of their instructions using the Bee-Bot sequence cards (ITSCARDS) or by simply using A4 laminated whiteboards (L-KIT)

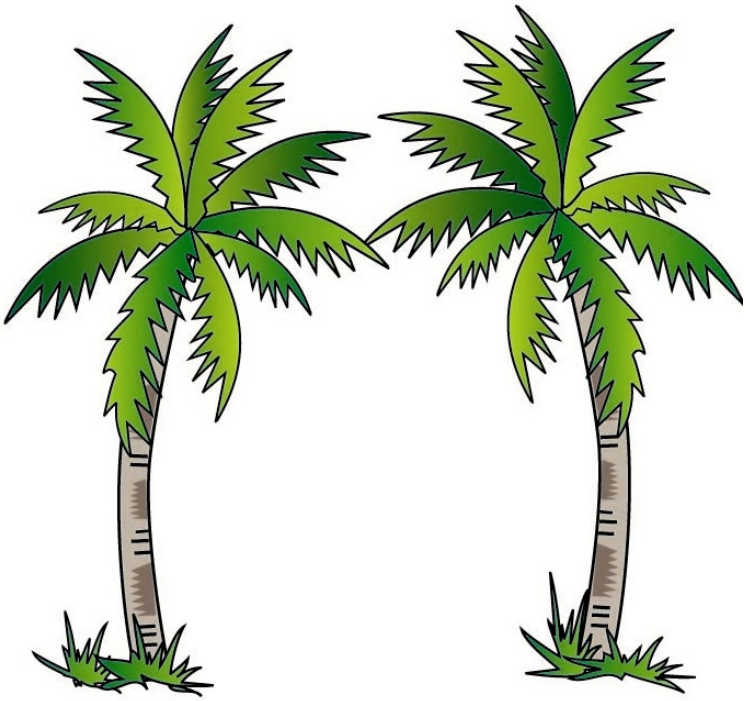
- While using this mat, encourage the children to explore their imagination to develop a real adventure story to the activity i.e. imagine there is a secret passage out of the back of the cave or a hidden tunnel that leads around the back of the waterfall; there may be even some remains of the Bee-Bot in the swamp who was also looking for the treasure and got lost?

- Why not incorporate elements of role-play, by asking the children dress up as pirates and explorers? Even decorate the Bee-Bot itself to look like pirate, using the Bee-Bot changeable coloured shells (ITSRS (Red), ITSWS (White), ITSGS (Green)

- Add a three dimensional aspect by putting of foliage and props on and around the mat.

Use coins (real or chocolate) or old costume jewellery as treasure.

Happy Hunting!



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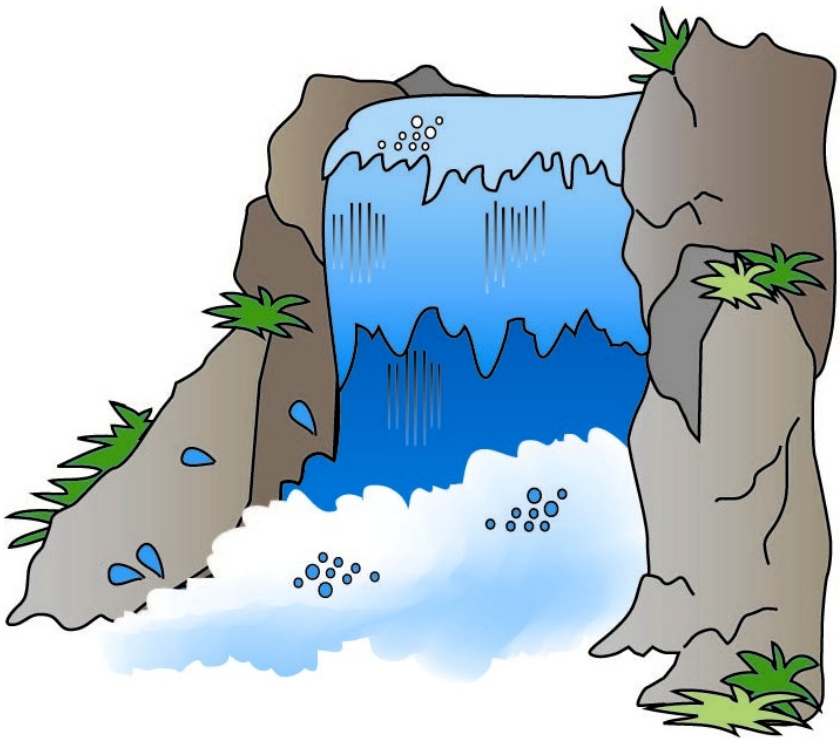

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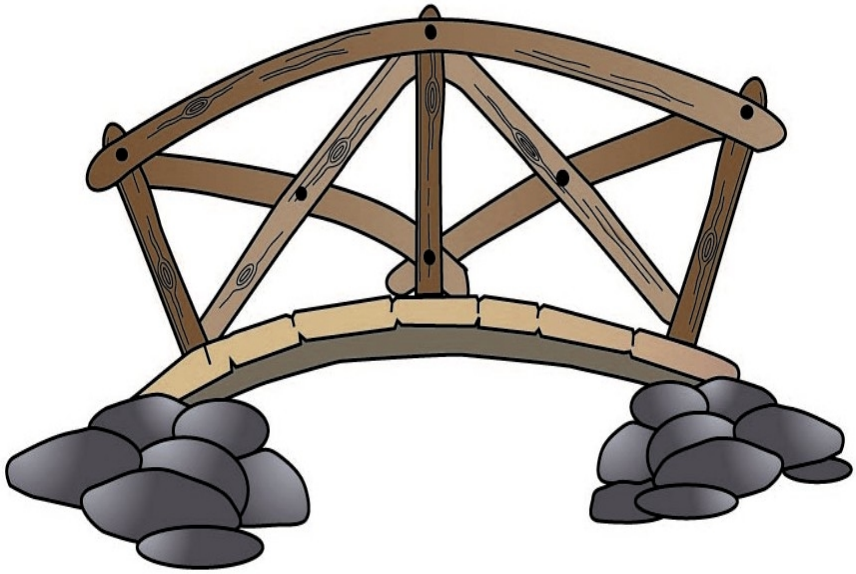

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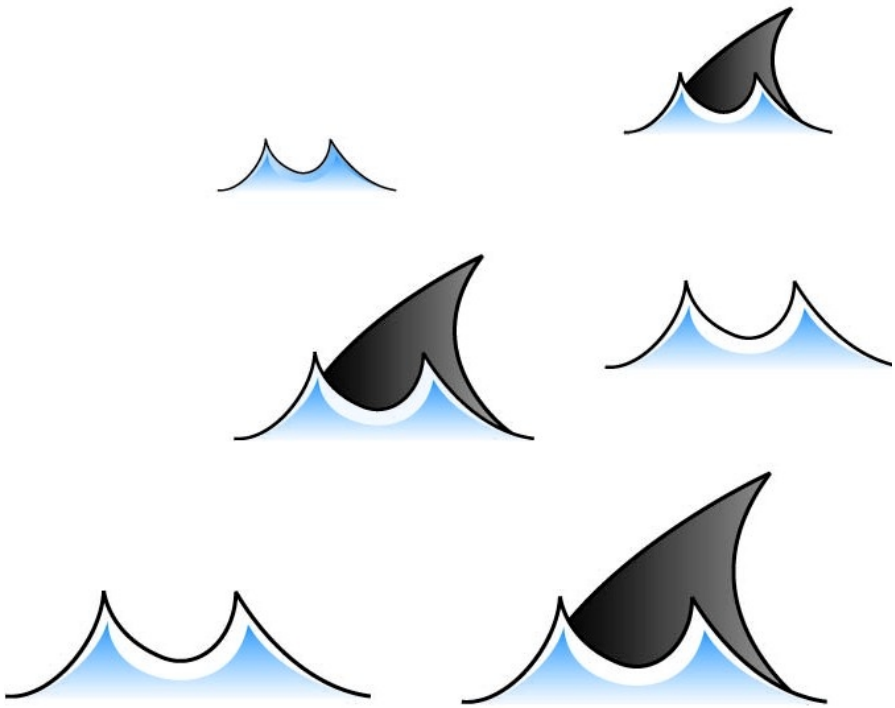

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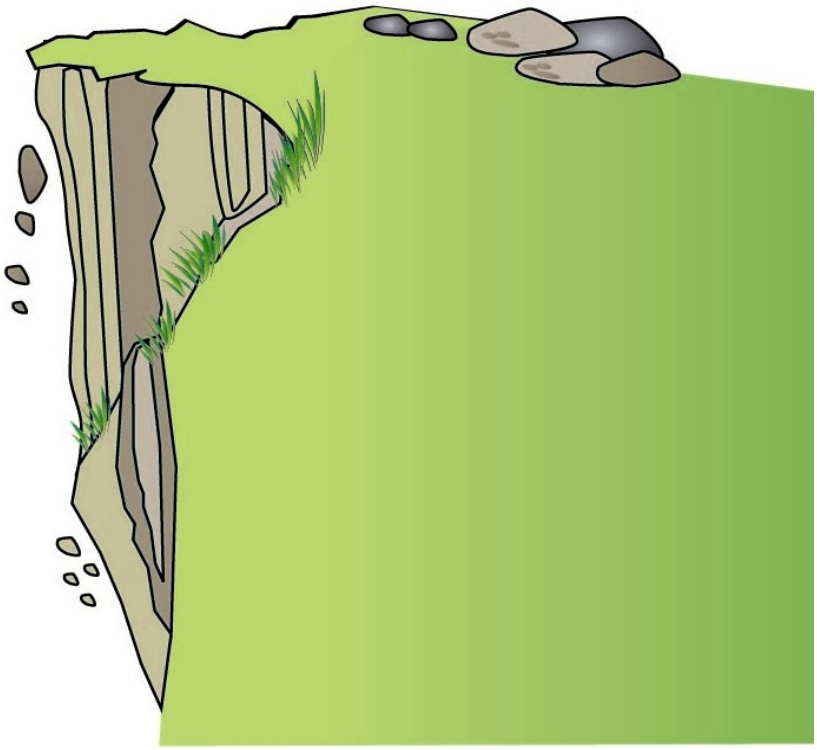

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