LESSON

Activities for 4 - 6 year olds

*CODING/ MATH ACTIVITIES FOR GROWING MINDS*

Scoil Bhríde, Ireland

Teacher: Sarah-Jane O’Hanlon

Time: 30 min

Developing Key Competencies: To use the language of direction combining number.

To programme/ code a Beebot to navigate a simple grid.

**Outline of the activity:**

1. Hello to everybody. Teacher introduces herself.
2. Introduction of language of direction. Children stand up. Show cards, forward, backwards, turn right, turn left. Children to follow instructions.
3. Introduce the Beebot. Tell the children that it will do only what we tell it to do.
4. Show the mat with emotions.
5. Tell the children we need to get to ‘happy’ on the mat. What instruction do we need to tell the Beebot? Chose the card illustrating the instruction. (*one forward*)
6. Show the children how to program the Beebot, ensuring they understand that you must cancel the Beebot before we start. I put in the instruction *X, forward, go*.
7. Now choose a more difficult emotion to get to. Forward only. Ask individual children to come and lay out the cards of the code we need to enter into the Beebot. Make sure to count the number of forward to reinforce number.
8. Ask a child to enter the code into the Beebot making sure they cancel at the start.
9. Now chose an emotion with a turn in it and repeat.

**Necessary learning/teaching tools:**

Beebot

Grid mat

Emotion cards

Direction cards

**Expected results:**

Ability to use simple directional language and countable units to give directions

Ability to programme simple digital devices to navigate appropriate maps or grids.

Foster the child’s confidence in his or her use of ICT, through enjoyable learning experiences

Ability to recognise the emotions – happy, sad, sick & angry etc