

$$
\begin{aligned}
& \text { (PAPICK A CARD } \\
& \text { P PROGRAM BEE-BOT } \\
& \text { P } \rightarrow \text { WRITE YOUR WORD } \\
& \text { USE WITHA } \\
& \text { BEE-BOT }
\end{aligned}
$$

## Wrnirouger

## SEQUENCING AND CONTROL



## Wrnirouger

## COMPANON PACKET

THIS PACKET IS INTENDED FOR USE WITH A BEE-BOT AND AN ACCOMPANYING BEE-BOT MAT. THERE ARE 52 CARDS (EXAMPLE BELOW) THAT HAVE MAGES OF VOCABULARY WORDS. THERE ARE TWO WORDS PER LETTER OF THE ALPLHABET PROVIDED.
HOW TO PLAY: SPLIT YOUR STUDENTS INTO GROUP OF 4-6. EACH STUDENT WILL RECEIVE A WORKSHEET/AND A WRITING INSTRUMENT. THE STUDENTS ARE TO TAKE TURNS CHOOSING AN ALPHABET CARD AND PROGRAMMING BEE-BOT TO FIND A WORD THAT COORDINATES WITH THE CARD THAT THEY CHOSE. EVERY STUDENT N THE SMALL GROUP SHOULD WRITE DOWN THE WORD THAT BEE-BOT ENDS ON, ONTO THER WORKSHEET AND TAKE TURNS DULLING A CARD. ONCE ALL OF THE BLANKS ON THE WORKSHEETS ARE FULL, THE GAME IS OVER.

