**Lesson 4 – Create your own fakebot world**

**(Adapted from Barefoot Computing’s teaching resources. See the full lesson plans and resources at** [**https://www.barefootcomputing.org/resources/bee-bots-1-2-3-programming**](https://www.barefootcomputing.org/resources/bee-bots-1-2-3-programming)**,** [**https://www.barefootcomputing.org/resources/bee-bots-tinkering-activity**](https://www.barefootcomputing.org/resources/bee-bots-tinkering-activity) **and** [**https://www.barefootcomputing.org/resources/bee-bots-basics-activity**](https://www.barefootcomputing.org/resources/bee-bots-basics-activity)

**Before starting:** Print the command cards, fakebot, challenge word cards and a set of pictures for your fakebot mat. There are many choices of themes. Some examples are: Under the Sea, Pirate Island or The Gingerbread Man theme. You will also need to be able to view or print the Non-Mat Challenges worksheet.

No printer? The command cards, fakebot and the challenge word cards can all be drawn onto paper. A Bee-Bot mat will have 15cm x 15cm squares so many resources are created matching these measurements. A mat could be created by:

* marking a grid onto a large sheet of paper with a pen
* creating a grid with masking tape on the floor
* use chalk to draw a grid outside.

**Notes for adults:** This activity continues to use a fakebot and brings together the vocabulary and skills from the last three lessons.

**Activity 1:**

1. Use the Non-Mat Challenges worksheet to set a fakebot task for your child/ren.

Example task from this worksheet:

This is a great way to link their computing learning to other subjects. 

**Activity 2:**

1. Create a large grid for the fakebot to travel around and add pictures of your choice to create a themed mat.

The mat could be made by:

* marking a grid onto a large sheet of paper with a pen
* sticking masking tape on the floor
* using chalk to draw a grid outside.
1. Set challenges for your child/ren to make the fakebot travel to specific spots on the grid (fakebot mat).
2. Use the challenge word cards, such as ‘pause on’, ‘spin on’, ‘avoid’, ‘shortest route’, ‘longest route’ to create obstacles for the fakebot.



**Web resources for printable 15cm x 15cm mats**

<http://www.communication4all.co.uk/http/beebot.htm>

<http://www.tes.co.uk/teaching-resource/2D-Shapes-Bee-Bot-Mats-6292208/>