



Module Information Sheet



Honey
Bee Logo

A Brief Description

A simple introduction to programming language through the activities of Robee Bee. Early Logo commands of direction, distance, rotation and angle are involved in guiding Robee as he helps the young bees of his colony. The children can learn how to write and modify their own program

Tips on using “Honeybee Logo”

1. Move forwards or backwards, turn right or left to navigate around the honeycomb, clicking on the instructions to find a single cell.
2. Start to estimate distances as Robee feeds the hungry grubs.
3. Combine direction, turn and distance to travel across the garden, then estimate angles as Robee sends baby bees off in search of flowers.
4. The extension activities introduce the children to writing a program line by line that they can store and modify.
5. Conclude with a simple logo program for children to design their own logo patterns.
6. Use the teacher controls to tailor the program. Choose from three levels of difficulty and set the number of times activities have to be repeated.

Curriculum Information

QCA Scheme of work (ICT) Unit 2D, Unit 4E.

The National Curriculum in England for Mathematics (KS1 & KS2)

Ma2 Using and applying number. Ma3 Shape, space and measures.

The Scotland 5-14 Guidelines for ICT

Control and monitoring: Level B, C, D.

The Scotland 5-14 Guidelines for Mathematics

Shape, position and movement: Level B, C, D.

The Northern Ireland Curriculum for Mathematics (KS1)

Shape and Space –Position, Movement and Direction: b, c.

The Northern Ireland Curriculum for Mathematics (KS2)

Shape and Space –Position, Movement and Direction: a, f.

The National Curriculum in Wales for Information Technology (KS2)

IT2: 2.1, 2.2.

The National Curriculum in Wales for Mathematics (KS2)

Ma3:1.1, 1.2, 2.3, 3.1.