Safety Snakes

1

STAY SAFE ONLINE WITH BEE-BOTS, SNAKES AND LADDERS

Age: 7- 9 (Although can be adapted for other years)
Lesson Timing: Around 45 mins
Links to: Online Safety

Concepts and Approaches:

Scan the codes

Programming
or visit:
http://bit.ly/2AaKIIK

Debugging
or visit:
http://bit.ly/2ACiEsD

Algorithms
or visit:
http://bit.ly/2iadqN4

Decomposition
or visit:
http://bit.ly/2i9wuuZ

Resource Overview

We've all enjoyed a game of snakes and ladders at some point! And with this special online safety Bee-Bot edition, your pupils can both practise their coding skills and refresh their knowledge of online safety whilst enjoying playing the game.

Instead of just using counters to play, this activity challenges pupils to create the correct algorithm and program to ensure their Bee-Bot moves around the mat to the correct square - including climbing any ladders or slithering down any snakes!

As pupils land on squares with online safety 'Do and Don'ts' tips they discuss these with their partner, ensuring they get to review their online safety knowledge whilst having fun playing the game. And, if you don't have any Bee-Bots in your school don't worry, the activity includes an online Bee-Bot simulation to use instead!

Safety Snakes

1

STAY SAFE ONLINE WITH BEE-BOTS, SNAKES AND LADDERS

Age: 7- 9 (Although can be adapted for other years)
Lesson Timing: Around 45 mins
Links to: Online Safety

Pupil Objectives

- I can write an algorithm.
- I can program a Bee-Bot.
- I can debug an algorithm and program.
- I know and understand a variety of 'top tips' to stay safe online.

Equipment

(Most resources are available to download on the full resource page)

- Dice
- Online Safety Bee-Bot mat
- Bee-Bots
- Teacher Presentation
- Online Safety Dos and Don'ts Teaching Points Resource
- Mini-whiteboards and pens
- Fake Bots per group, printed as required
- Bee-Bot command cards, printed to support pupils as required
- Optional - Create your own Bee-Bot mat templates, printed as required
- Optional - Use of online Bee-Bot simulator if required or downloaded to school computers

Scan the code

or visit: **http://bit.ly/2yml8FV**

TIP:

Get pupils to test their Bee-Bot's algorithm using a fake bot first and debug it if needed!