

Smart Toy Engineers

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Bit:Bot Robots

The Smart Toy Company has built several prototypes for a new range of programmable wheeled toys. The design team have called the prototypes Bit:Bot and they want to find out how well the prototypes work.

Working in pairs your pupils act as test engineers first learning how to program Bit:Bot, then finding out how Bit:Bot behaves by carrying out a series of experiments and finally using the data collected to program Bit:Bot to successfully navigate a test track.

The aim is to:

- provide a stimulating and practical activity suitable for all abilities, which compliments learning in school
- learn how to program the BBC micro:bit computer using block code
- carry out experiments by making accurate measurements, recording results, drawing and interpreting graphs
- develop numeracy, logical thinking, analytical and problem solving skills
- improve team working and communication skills
- provide more experienced programmers the opportunity to use imagination and creativity

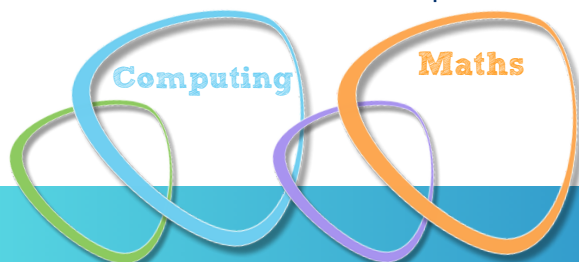
This workshop is best in the hall.

The IT suite not needed as we bring all resources.

Computing/Maths/Problem-solving

To book a workshop go to:

https://share-eu1.hsforms.com/1HUqaEKvfQSG9sQWoA_LxJA2dbud8



**Years
5 & 6**



National Curriculum links

Full Curriculum Links at:

Smart Toy Engineers
National Curriculum Links



Cost: A whole day: 2 x 2 ½ hours approx. sessions/workshops at £420 per day

Morning only: 1 x 2 ½ hours approx. sessions/workshops at £290 per morning

All materials and equipment provided. Maximum class numbers per session = 32 pupils

Helpers: You will need to provide 5 adult helpers in addition to the class teacher for each session/workshop