

Bee-Bot Accessories



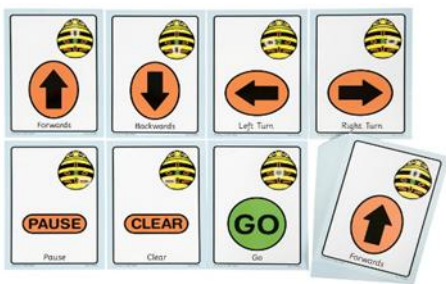
Want to enhance your learning experiences with [Bee-Bot](#)? If so, look no further. Read on to find out more about our range of Bee-Bot resources. These resources are also fully compatible with our [Blue-Bot](#) robot.

Docking Station



The [Docking Station](#) is an easy way to charge multiple Bee-Bots (up to six), space saving and time efficient. They are also good for having Bee-Bots easy to hand and ready to use across a range of subjects.

Sequence Cards



The [Sequence Cards](#) are an excellent resource for introducing children to coding and algorithms. They offer children a hands-on approach to creating sequences for Bee-Bot to follow and can be used in conjunction with the [TTS Mats](#) and further accessories (see below), enabling children to plan Bee-Bot's journeys logically before programming Bee-Bot to execute the steps. Being able to see the programmed sequences also helps children to debug more easily through moving, adding and removing cards then retesting their programs. A fantastic resource for developing a concrete understanding of abstract programming concepts.

TTS Mats

There are a range of [TTS Mats](#) available, ranging from alphabet mats, shape mats, minibeast mats, French town mats, treasure island mats to blank mats which allow you to decide what visual to have on each square.



They can be used imaginatively across a variety of subjects for many different purposes, in addition to learning computer programming and directional skills.

See our [Bee-Bot Cross-Curricular Activity Ideas](#) for lots of ideas on how to use the mats in a range of subjects.

TTS Maps

Make Geography more interactive with the [TTS Maps](#). Develop map reading skills, discover places and explore geographical features with the UK, Europe and The World map.

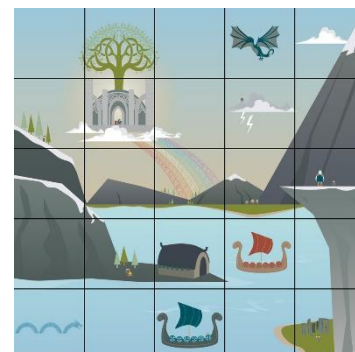


Furthermore, get your very own printed [School Area Ariel Map and Ordnance Survey Maps](#). Use Bee-Bot to explore geographical features in your local area and program Bee-Bot to take routes to and from familiar places.



Loti-Bot Mats

Bee-Bot is also compatible with the newly designed [Loti-Bot Mats](#), allowing further exploration of a range of topics.



Clip on Shells



If you are looking for a Bee-Bot accessory that encourages imaginative play, then the [Clip on Shells](#) could be just what you're looking for. Children can decorate the shells and turn them into a whole array of different characters, moving on to programming Bee-Bot to execute steps in a role-play scenario. Children could create a multitude of designs, ranging from book characters to different vehicles to mini-beasts. There are endless possibilities. Furthermore, the clip-on shells are an excellent resource for distinguishing one Bee-Bot from another when multiple Bee-Bots are in use at one time. Number the shells for extra clarity so the children are always able to identify the Bee-Bot that they are programming.

Pen Holders



The engaging [Pen Holders](#) allow children to unleash their creativity while enhancing their computational thinking and programming skills. Challenge children to program Bee-Bot to draw letters, words, shapes and patterns, promoting critical thinking and spatial awareness while creating an enriched and fun educational experience.



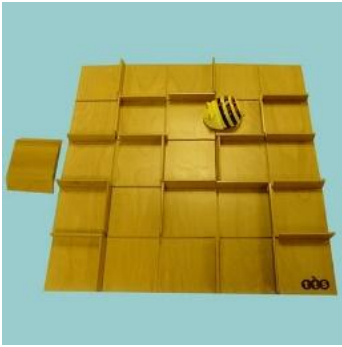
Pushers



The [Pushers](#) are a fun and colourful accessory that can be used in a variety of ways to enhance learning. Use them in role play activities, such as programming Bee-Bot to move characters around on a [TTS Fairy Tale Mat](#) to help tell stories, or programming 'Builder' Bee-Bot to move building materials around on the [TTS Construction Mat](#). Test out Bee-Bot's strength in Science and see how many objects he can push. What happens if the object is too heavy or light? Why does this happen? Or why not challenge children to program Bee-Bot to clear up all the rubbish from a busy scene, such as our [TTS Seaside Mat](#). There are endless possibilities with this resource.



Changeable Maze



Want to find ways to challenge children with Bee-Bot? The [Changeable Maze](#) is an excellent accessory for developing children's programming and problem-solving skills further. All the walls of the maze can be removed and repositioned, enabling a wide range of configurations. This allows for easy differentiation, as routes through the maze can be varied in their level of difficulty. Why not place objects in the maze that Bee-Bot must reach or avoid? Add an extra element of challenge by attaching a [Trailer](#) and set children the challenge of not only negotiating a Bee-Bot and trailer around the maze but collecting objects in a certain order.

Obstacle Course



Another accessory that is both versatile and great for offering more challenge is the [Obstacle Course](#). Like the [Changeable Maze](#), the obstacle course can be arranged in a range of different ways, providing endless possibilities. Children can be actively involved in designing the courses and given ownership over their learning, adjusting the course to match their confidence and skill level. Why not use [Sequence Cards](#) so children can create their algorithms to complete the obstacle course and debug with ease?

Tunnels



The [Tunnels](#) are another great accessory for adding more challenge to programming tasks. They offer a fun and engaging element to coding activities, as well as helping to develop directional language and problem-solving skills. Why not use them as an extra addition to the [Obstacle Course](#) to add further opportunities for more complex coding?

Trailer



What better way to engage children in their learning than with a [Trailer](#) that attaches on the back of Bee-Bot. A versatile resource that is great for evoking creativity and imagination across a range of subjects. Use it in role play activities, such as planning out a map of Katie Morag's (a popular children's book character) island home and programming Katie to deliver the post to island inhabitants. Why not dress up the trailer as Santa's sleigh or as an Easter themed trailer? Can the children program Bee-Bot to deliver all the Christmas presents or find all the Easter eggs? Alternatively, why not test Bee-Bot's strength by exploring forces in Science and seeing how much weight it can pull in the trailer? Or challenge children to negotiate Bee-Bot around an obstacle course with the trailer attached. There are endless possibilities with this versatile resource.

Activity Tins

If you are looking for a Bee-Bot accessory that will engage children and spark their imagination, then look no further than the [Activity Tins](#). They are an excellent, hands-on resource for developing creative thinking and engaging children directly with computing and geographical concepts. There are a range of themes, such as the Seaside, People Who Help Us and Transport and Industry, providing opportunities for cross-curricular learning. Each tin includes themed character jackets, props and activity cards with tasks linked to a variety of subject-related areas.



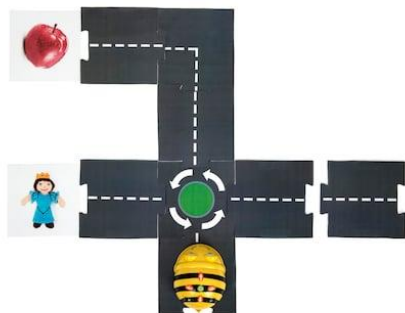
Maths Activity Cards



In need of inspiration for how to use Bee-Bot to learn maths skills? With sixty activities in total, these [Maths Activity Cards](#) offer a range of fun and engaging programming tasks that enhance a range of mathematical skills. If you have [TTS Mats](#), these are perfect to use as the activities have been tailored to complement many of the mats, such as the coin, shapes, treasure island and transparent grid mat.



Modular Road



Engage children in programming Bee-Bot to go on an exciting journey, using the [Modular Road](#). It comes in 25 pieces and can be constructed in various configurations. A fun and creative resource which is great for developing critical and creative thinking. It is especially good for developing coordination and directional language, as there are plenty of opportunities to program Bee-Bot to make right and left turns, helping children to distinguish between left and right.

Local Area Pack



The [Local Area Pack](#) is a visually stimulating and engaging accessory which allows children to develop their geographical and fieldwork skills. Challenge children to program Bee-Bot to move from one location to another, using cardinal directions. Can they create an algorithm for Bee-Bot to complete a journey, visiting specific locations on route?

For lots of creative ways to use the Bee-Bot accessories across the curriculum, see our [Bee-Bot Cross-Curricular Activity Ideas](#)

More on a Bee-Bot theme...

Why not explore the free downloadable **Bee-Bot App**? The app offers an excellent introduction for children to understand the controls of the Bee-Bot robot and engage with coding concepts in a fun and interactive way.



Bring an element of fun to geography lessons through using the [Bee-Bot Compasses](#), alongside Bee-Bot, to teach directional vocabulary. Can the children use the compasses to find north? Can they now program Bee-Bot to move north?

