

Lesson Activity by Anita Baglyosné Németh – The Story of Creation with Glow & Go and Bee-Bot

The purpose of this lesson activity was to **explore the story of Creation through dramatic play and robotics**. The age of participants ranged from **2.5 – 10 years of age**. The activity takes around **90 minutes (flexible)** depending on the age of the children or time available.

We delivered the activity in **two groups**:

Group A: older children (Bee-Bot) **Group B:** younger children / beginners (Glow & Go Bot)

Objectives

- For the children to experience the story of Creation in different ways: through dramatic play, creative drawing, and the use of robots.
- To develop attention, logical thinking, and sense of sequencing.
- To build confidence and a sense of achievement.
- To have an understanding of directions and cause-and-effect relationships.

Skills and Learning

- Attention and concentration
 - Spatial orientation
 - Logical sequencing and problem-solving
 - Creativity and self-expression
 - Basic digital skills
- Social skills (collaboration, patience, recognising each other's success)

Resources

- Glow & Go Bot
- Bee-Bot robot and mat
- Children's drawings (the days of Creation)
- Creation story to share with the children
- Direction cards (made prior to session)
- Paper, pencils, crayons for drawing

Introduce 10/15 minutes

Begin the session by telling the story of Creation in a dramatic way, using movements and sound effects. Encourage the children to participate by imitating the appearance of light, the movement of water, or the actions of animals.

Learn and Explore

Creative task (20 minutes)

Each child to draw their favourite day or moment from the story of Creation. These drawings serve not only as a form of self-expression but become the basis for the robot activities.

Robot tasks – split into two groups (45 minutes)

Bee-Bot group (older children)

1. Place the children's drawings on the mat, in the order of the seven days of Creation.
2. Guide the Bee-Bot to the 1st day (the creation of light).
3. If successful, remove the drawing from under the mat and place on the table.
4. Continue this process until the children reach the 7th day.

Tip: Provide direction cards for support if needed.

Glow & Go group (younger children/beginners – (Adjust time according to children)

1. Give children time to freely explore the robot: holding it, pressing buttons, observing the lights.
2. Adult to demonstration in Mode 3: the children will notice that each direction button corresponds to a different colour (purple, blue, yellow, green).
3. Move on to Mode 1, where they can discover that pressing one button equals one single action – a clear cause-and-effect.
4. Try Mode 2 – Encourage the older ones in the group to give multiple instructions in sequence, creating mini-programs.
5. Place the Creation drawings around the robot. Can the children decide which button to press so that the robot “arrives” at the chosen picture?
The colours could easily be linked to elements of the story (blue for water, yellow for sun, green for plants, purple for sky).
The highlight for the children was always the dance function – they asked for “Teki” to dance at the end of every task so use this feature to end the session.

Conclusion (10 minutes)

- Ask the two groups to present their results to each other:
 - The older children can show the sequence of the seven days using the Bee-Bot.
 - The younger ones can present their experiences with the Glow & Go alongside their drawings.
- Together, reflect on which part they enjoyed the most.

**Review
and
Reflect**

Take time to review and reflect on the session.

Here are Anita Baglyosné Németh's reflections on the session she delivered:

Using the robots was a source of great joy and motivation for the children.

- The children enjoyed the introduction very much and actively participated: imitating the appearance of light, the movement of water, or the actions of animals
- The Bee-Bot supported the development of logical sequencing and structured thinking.
- The Glow & Go playfully introduced cause-and-effect, directions, and colour associations, while providing strong motivation.
- The combination of dramatic storytelling, drawing, and robotics created a complex learning experience in which the children could both relive the story and achieve success individually and as a group.

This lesson activity has been created by Anita Baglyosné Németh who planned and delivered the session for children at a summer camp in Demecser, Hungary. Thank you for sharing it with us.