

Year 2: Dance Buzz Task



wame:	Due:
dance. then re comple dance v	our task individually is to create a creative and funky dance for the BeeBots to Using your new knowledge of how to program the BeeBots you will program and ecord using a video device your BeeBots dancing. Once all dances have been eted and videoed, as a class you will survey all students on what their favourite was. This will be recorded and then individually you will create an interactive using the BeeBots to show your results on a graph.
Checkli	ist
	Fill out Activity 1: Identifying (4) different digital systems that can be programmed
	Fill out Activity 2: Plan a sequence of steps to make BeeBots dance
(Program BeeBots using Activity 2's plan to dance (make sure that you program all of the steps into the BeeBots before pressing "Go" so the BeeBots complete the whole dance in one motion)
	Select a digital recording device: IPad or digital camera to record BeeBots dance
	Fill Out Activity 3: Survey the class on which dance was their favourite
	Using Activity 3 create an interactive graph showing the results of the survey
-	ant Dates (Note: Only the Activity Sheets and overall task have due dates. Other parts of the task ompleted to teachers planning)
•	Activity 1 and Activity 2 Due:
• ,	Activity 3 Completed:





Activity 1: Identify Different Digital Systems



In the boxes below: Draw and name (4) digital systems that can be programed.



HINT: We have listed a number of these devices in class.

Digital System 1:	Digital System 2:
Digital System 3:	Digital System 4:

Activity 2: BeeBots Dance Sequence

Using the programing buttons. Plan a sequence that you can use to program the BeeBots to dance. You need to have up to 10 steps in your sequence.

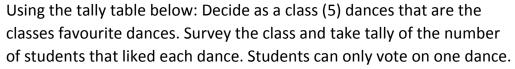


Example: Forward 3 steps, Turn right, Backwards 5 steps, Turn left, forward 2



Remember to use this sequence when programing you BeeBots to dance

Activity 3: Graph our favourite dance





Dance Name	Tally

Using the Tally Table create an interactive graph using the BeeBots to show the results of the survey. Video record the interactive graph.



Unit: Dance Buzz Rubric

Year 2 Technologies	Term 1, 2016	Name:
Date Marked:		

Assessable Criteria	Α	В	С	D	E
	Excellent	Good	Satisfactory	Developing	Limited
Identifies digital	Identifies (4) digital	Identifies (3) digital	Identifies (2) digital	Identifies (1) digital	With assistance identifies a
systems that can be	technologies that	technologies that can	technologies that can be	technology that can be	digital technology that can
programed	can be	be programmed	programmed	programmed	be programmed
	programmed				
Create and generate a	Create and	Create and generate a	Create and generate a	Create and generate	With assistance can create
sequence of steps to	generate a	sequence of steps to	sequence of steps to	steps to make BeeBots	and generate a sequence
make BeeBots dance	sequence of steps	make BeeBots dance	make BeeBots dance	dance some of the time	of steps to make BeeBots
	to make BeeBots	with one or two errors	most of the time		dance
	dance all of the				
	time				
Record BeeBots dance	Records and plays	Records all of the	Records most of the	Records some of the	With assistance can record
using a digital	back the BeeBots	BeeBots dance using a	BeeBots dance using a	BeeBots dance using a	BeeBots dance
recording device	dance using a	digital device	digital device	digital device	
	digital device				
	_				
Create an interactive	Creates an	Creates an Adequate	Creates reasonably	Creates a graph showing	With assistance can create
graph using BeeBots	entertaining graph	graph using BeeBots to	interactive graph using	the most liked BeeBots	a graph to show most liked
	using BeeBots to	show most liked	BeeBots to show most	dance	BeeBots dance
	show most liked	BeeBots dance	liked BeeBots dance		
	BeeBots dance				

Comment:	
	Mark: