

# Pollen Love with BEES!

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Grades: PK–5

Subjects: Science

Coding Methods: Color Codes,  
OzoBlockly

Robots: Evo, Bit



## Brief Summary

Using Color Codes (or OzoBlockly) students will dress up their Ozobot like a bee. Then, they will recreate the bee's daily journey.

Pre-Reader/ESL: No

## Required Materials

- 1 Evo or Bit Ozobot per group
- 1 Markers per group
- 1 Paper per group
- 1 Supplies to make bee costume per group
- 1 Tablet or computer (if using OzoBlockly) per group

## Lesson Objectives

- Explain the process of pollination orally and through a drawing

## Preparation

### Background Knowledge

(None)

### Lesson Tips

(None)

## Direct Instruction (Teacher Facing Instructions):

- 1 Start by giving a quick explanation of the pollination process and background info on bees. How do bees pollinate flowers? What are some threats that bees face daily? Where do bees live? Why is pollination important?
- 2 Pair students up in groups (the number of students per group is up to you) and give them markers, a sheet of paper, and any materials you have for them to create a bee costume for their Ozobot.  
NOTE: If using OzoBlockly, also provide them with a tablet or computer.
- 3 Instruct the students to recreate a day in the life of a bee. They must create a map (if using Color Codes) that will guide their Ozo-Bee around. They must include pollination, a bee threat, and a beehive.  
NOTE: If using OzoBlockly, the students will still create a map, just not use black lines. They will code Ozobot to move using OzoBlockly.
- 4 The students must include at least two different Color Codes on their map, such as stopping at flowers to pollinate or speeding away from a bird.
- 5 You can have students present their maps to the class, or even record them.

## Lesson Closure (Optional)

Have the students present their maps to the class or video record them.

## Student Practice (Student Facing Instructions):

- 1 Using the materials provided, create a bee costume to put on your Ozobot.  
**Goals:** Create and attach a bee costume to Ozobot.
- 2 Create a map to tell a story of the day in the life of a bee. You must include drawings.  
**Goals:** A map of the bee's journey.
- 3 If using Color Codes, draw a black line to guide your Ozobot bee. You must include at least two different Color Codes along the journey.  
For OzoBlockly, code your Ozobot bee on your tablet or computer. You must include at least two block codes that are not directions.  
**Goals:** Code the Ozobot bee's journey.

# Supplements

## Additional Attachments

- <https://youtu.be/ub-8TIV8Prc>

## Academic Standards

- ISTE.6.c
- ISTE.6.d
- ISTE.1.c
- ISTE.1.d
- ISTE.7.a
- CCSS.ELA-LITERACY.SL.K.5
- CCSS.ELA-LITERACY.SL.2.5
- CCSS.ELA-LITERACY.SL.4.5