

# Assessment Task Sheet

**Student Name:**

**Year Level:**

Two

**Name of Task:** Ahoy! Captain Bee Bot.

**Teacher:**

**Learning Area/s:** Science, English and Technology.

**Date Commenced:**

**Date Due:**

**Type of Task:**

Oral

Written

Other

**Task Conditions:**

Individual

Pair

Group Work

In Class

Homework

Other

**Opportunity to Access:**

Books

Notes

Library

Technology

**Assessed By:**

Self

Peer

Teacher

## Task Description.

1. Write an algorithm to program Captain Bee-Bot. Captain Bee-Bot must collect each treasure chest before returning to his ship. Command cards may be used to assist coding. When you land on treasure it needs to be recorded as a pause. When you return to the pirate ship it needs to be recorded as an x.
2. Test commands and debug (correct) mistakes on your own.
5. Use turn commands and think logically (carefully) to move your pirate on a short route.

## Procedure

Students will:

- Will navigate Captain Bee Bot around the game board until two treasure chests have been found, recording the algorithms used to move the bee-bot. Ensure that mistakes are corrected.

## Resources:

- \* Game board sheets (Photocopied on cardboard)
- \* Command Cards