# LESSON PLAN
## Creative Problem–solving

### Early Learning goals
- Children will use the processes of play, reflection and investigation to solve problems (EYLF 4.4) with a programmable toy such as a bee bot (EYLF outcome 4.5)
- The children will engage in ICT (bee bot) for fun and to make meaning (EYLF outcome 5.5)

### Activity
Create a street circuit for the programmable toy for the children to role play with. Use building blocks to help guide the bee bot, for example, and the children will need to pretend that it is a school bus. Travel around the circuit to pick up school children.

### Extension
Change the street circuit different times to see how the children problem-solve the instructions for the bee bot.

### ICT Resources
- Bee bot or other programmable toys
- floor mat or you can create one yourself
- building blocks
- Children's favourite toys

### ICT Levels of Differentiation
- To be able to switch on/off
- To be able to move randomly
- To be able to program forwards/backwards
- To be able to program forwards/turn/return

### Ideas for adapting to my context