

***Scenario title/name of the game:*** Hardworking bees make the most beneficial honey

***Children’s age (primary school students):*** 7 years old

***Time needed:*** 15 minutes

***Content/Subject:*** Numbers (rhythmic counting)

***Aim of the activity:*** Perform forward and reverse skip counting.

# Introduction

This activity aims to:

* develop the rhythmic counting skills by two, three, four or five forwards or backwards from a given number,
* increase children's interest in nature by providing them with information about how bees make honey,
* develop social-emotional aspects through their collaborative work as a team
* develop algorithmic thinking skills by giving commands to robots.

The students' age-appropriate story of the event will take them forward or backward into a scenario using rhythmic counting skills by twos, threes, fours, fives!

## Resources:

1. Colorized scotch to make the table on the floor

2. Robot or arrows and a bee toy

3. Chestnut, pine tree, sunflower, lavender and flower photos and pictures.

# A detailed description of the scenario

There are many studies examining the contribution of honey to the development of children. Kaan, who is interested in this subject, examines the bees and how they make honey and learns that there are many types of honey and that each type of honey has different benefits. For example, chestnut honey stimulates appetite and is protective against cancer; pine honey is good for cough, hair loss and anemia; sunflower honey gives energy and has an antipyretic effect; lavender honey is good for the digestive system and helps us calm down; Flower honey is good for stomach cancer and acne. Kaan remains undecided as to which honey is the most beneficial in the face of the fact that all of these well-known honey types have different benefits. Which do you think is most useful? Or should we mix them to bring together the benefits of all of them and make the most beneficial honey, “our own mixed honey”? Say what? But to do this, bees need to collect dust from different places to make honey. Then how about helping them?

# Steps

1. The scenario is shared with the students by the teacher.

2.Students share their thoughts about the scenario and the information they already know. They ask the questions they want to ask.

3. The teacher places the chestnut, pine, sunflower, lavender and flower pictures in the appropriate places on the map. While placing these shapes, “Do you consume these types of honey? Which one are you consuming? Which do you think is better?" etc. It creates a conversational atmosphere by asking questions.

4. Students are asked to create a roadmap for the pictures they will collect to make their own mixed honey.

5. In order for the bee robots from the students to take this picture and make honey from this picture, the words under the picture "Count rhythmically from 2 to 14 by threes", "Rhythmic count backwards from 16 to 2 by two". Etc. required to fulfill their duties.

6. Everyone programs their Bee Robot in turn (or put the arrows in the correct order) and press start!

7. Students take turns collecting their dust from their bees and make the most beneficial mixed honey.

# Tips and tricks for the teacher

1. Give the rules and information of the event at the beginning.

2. Have children express their feelings and thoughts about the scenario aloud, and encourage them in this regard.

3. Prevent children from being afraid of making mistakes in coding robots, do not allow negative criticism of their friends. Encourage them when they make mistakes and make them feel that it is part of the game.

4. Insist on the student to fulfill the written task so that he can get the picture in a box on the map, encourage him in counting mistakes and give the correct answer by giving appropriate clues.

5. Do not allow other students to interfere with the student who will fulfill the task, be determined on this issue.

**Scenario implementation and other resources:**

Maps, arrows, other materials especially created for this scenario.

**Variants of the scenario/the game**:

If you prefer to have competition between teams in the event, you can perform the event with two bee robots on two different planes. However, please note that in this case an assistant teacher is also needed.