- All schools will cooperate to design a beebot game.
- They will help Beebot find where the piece of a puzzle of Mr Puzzle is located.
- The children of each school will design a code to help their partners find the piece of a puzzle.
- They will share this code with the other schools. Their partners will have to follow the code in order to find out where the lost puzzle is.

INSTRUCTIONS

1st phase: Preparation

WE WILL PLAY IN A 5x5 SQUARE BEEBOT MAP

Print the 25 squares and stick them as shown in the example. The card of puzzle will be printed seperately.

ALL CARDS WILL BE PLACED AS SHOWN except from the **puzzle card**

You have to choose where to put the card of the Puzzle in your map. You will design a code route for the Beebot from Mr Puzzle to the piece of the puzzle and write it down.

Mr Puzzle lost his last piece of his favorite puzzle. Can you help him find it, using your bee bot?

Can you please write down the road you used with simple signs such as

In order to find where you put your piece of puzzle?

eTwinning

Puzzles

?

and

Codes

Riddles

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Puzzles

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