

BeeBot Resource Numeral Cards

BeeBots travel 15cm forwards and backwards and have a small turning circle. If you print these numeral cards onto A4 they will help pupils work out the route to 'draw numbers'.

1 and 7 are the easiest numerals to start with, then probably 0, 6 and 9.

There are many algorithms to trace these shapes, some shorter than others, some easier to understand.

Challenge pupils to find out how many ways to make 4, 2 or 8!

Have fun!

Principal partners



COMPUTING AT SCHOOL

























