MAKE WAY FOR HEXBUGS!

**GRADE K-3**

**MATERIALS**
- Hexbugs - Available at [Amazon](https://www.amazon.com), Walmart, and other retail sellers
- Containment area - shoe box, tray, large sheet of cardboard or LEGO plate
- Materials to interact with hexbug - LEGO, paper towel roll, blocks, etc.

**KEY CONCEPTS**
- **Science - Cause & Effect**
  Children observe how the various objects influence the bug’s movements.
- **Technology - Robotics**
  Children create mazes to “program” the bugs to move in a desired direction.

**QUESTIONS TO ASK**
- What does it feel like when you hold or touch the Hexbug?
- How is the Hexbug moving if it doesn’t have wheels? Do the legs move?
- What happens when the Hexbug hits a wall or an object?
- How can you get the Hexbug to go from a starting point to a finish point?

**THINGS TO NOTICE**
- Children’s laughter and excitement. This is what learning should be like.
- Children’s curiosities and the goals they make for themselves.
- How long a child is engaged with this activity.
- How the child is adapting and learning how to influence the Hexbug’s movements.

**OBSERVE**
Allow children to see how Hexbugs move on table, tray, hand, etc.

**CREATE**
Using various objects allow children to investigate how the material can influence the Hexbug’s movement.

**PLAY**
After viewing an example of a path, encourage the children to create their own pathways for the hexbugs.