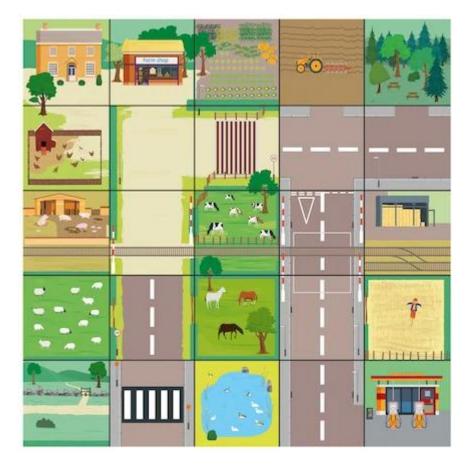
Countryside Mat Activity Ideas



With many thanks to Bolton Schools ICT for sharing these activity ideas for using Loti-Bot with the Countryside Mat.

You could adapt the activities to use with other robots, such as Bee-Bot or Blue-Bot.





Chicken Run

The object of this game is to collect the most chickens and avoid the foxes. If you hit a fox, you must surrender two of your chickens! If you don't have any chickens, then you miss your next turn. If you find the golden egg (hide it under one of the hens) then you have an extra turn to program Loti Bot to collect as many hens as you can.



Activity:

- Place the chickens and foxes around the wildlife mat, hide your chosen size golden egg underneath a chicken and select your counter colour for Loti Bot.
- You may decide that a fox has stolen the golden egg and Loti Bot need to detect which is the guilty fox.
- LKS2 Program a sequence to collect one chicken at a time, taking it in turns.
- UKS2 More complex sequence to collect several chickens at a time.

Alternative Game:

• One team collects chickens and the other collects foxes. The aim is to race against the opposition to be the first to collect your sprites.



Little Miss Loti had a Farm

The objective of the game is to sing the nursery rhyme to the tune of Old McDonald had a Farm and program Loti-Bot.



Activity:

• Starting from the farmhouse start singing, Little Miss Loti had a farm....and program Loti-Bot to visit the first animal. Each verse introduce a new animal for stop for Loti and include the previous animals so that each time the journey gets longer. For example, and on that farm, she had some pigs (Loti is programmed to land on the pigs) Sing the next verse ...and on that farm she had a scarecrow (Programme Loti to reach the scarecrow, then pigs, then farmhouse).

Alternative Game:

• Alternatively, always start at the farmhouse and program Loti-Bot from the farmhouse each time to visit the previous animals in order of the song, like the shopping list memory game.



