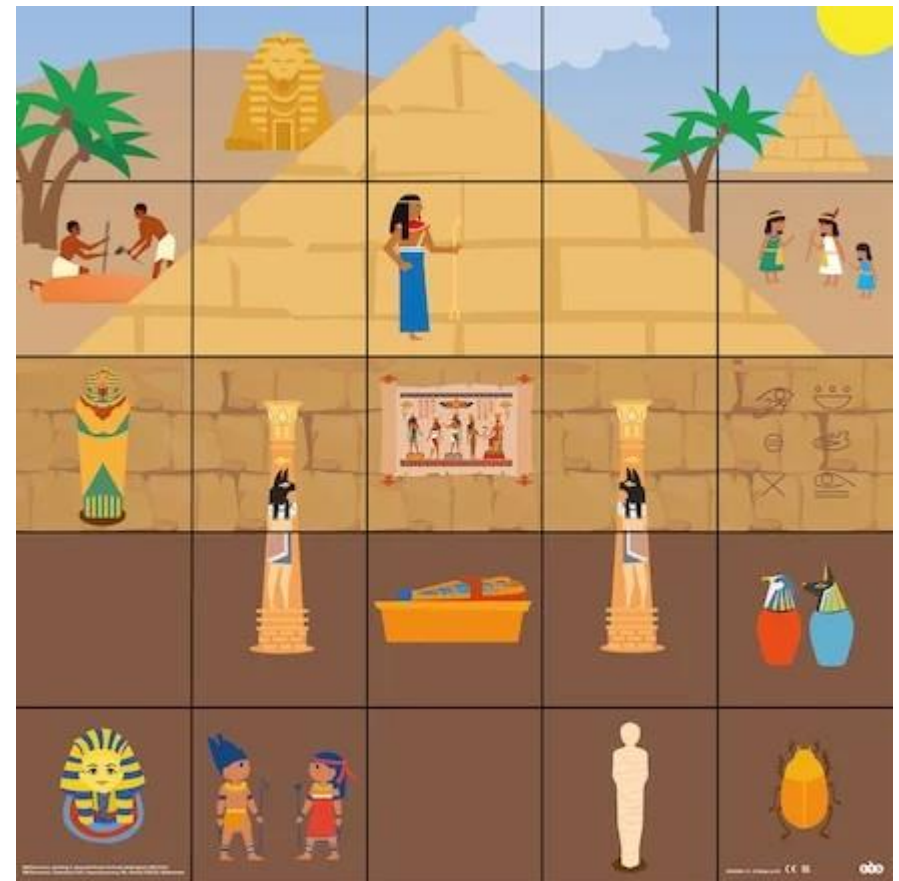


Egyptian Mat *Activity Ideas*



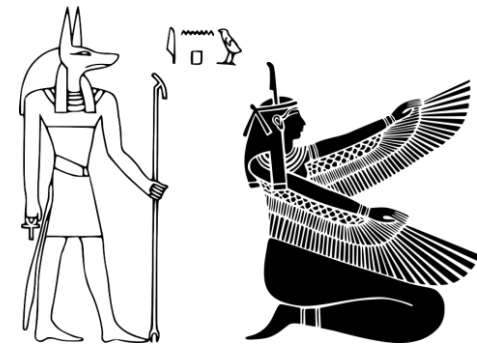
With many thanks to Bolton Schools ICT for sharing these activity ideas for using Loti-Bot with the Egyptian Mat.

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



Gods and Goddesses

The object of this game is to match the name of the Egyptian god or goddess to the description to create a mini fact-file. The team with the most complete sets at the end of the game are the winners.



Activity:

- Place the names and descriptions around the Egyptian mat. You may wish to select some and then as children become more familiar add more as a challenge. You could also encourage children to research the gods and goddesses before the activity and find images of them to use in the session.
- The aim of the activity is for children to match the name with the description to create a fact-file.
- Unplugged activity – consider the route and discuss the algorithm.
- Program Loti-Bot to collect them from around the mat.
- If the match is correct, program Loti to make a happy sound, change her sidelights and complete a full turn.
- If the match is incorrect then program Loti to make a sad sound, change sidelights to a sad colour and complete a half turn left followed by a half turn right to make Loti shake her head.

Ra	The sun god. Considered to be the most important of all the gods. Has the headdress of a sun surrounded by a cobra.
Anubis	The god of mummification and the afterlife. Has a jackal head. Priests often wore jackal headed masks while carrying out the mummification process.
Osiris	The god of the dead and ruler of the underworld, also the judge of the dead. Married to the goddess Isis and father of the god Horus. He is also the god of agriculture because it is said he taught the Egyptians how to grow crops.
Isis	The goddess of the moon, magic, love and healing. The wife of Osiris and the mother of Horus. Her headdress is a symbol of the throne of Egypt.

Horus	The god of the sky. The son of Isis and Osiris. He was the protector of the rulers of Egypt. He wears a double crown, the red crown (Deshret) symbolises Upper Egypt and the white crown (Hedjet) symbolises Lower Egypt.
Thoth	The god of wisdom, writing and time. The Ancient Egyptians believed he gave them the gift of hieroglyphics, languages and music. He has the head of an ibis (a bird that was sacred in ancient Egypt).
Set/Seth	The god of war, chaos and storms. The Ancient Egyptians believed he was connected to solar eclipses and earthquakes. He killed Osiris (His brother) because he was jealous of his power in Egypt.

Hathor

The goddess of many things including love, the sky, music and dance. She sometimes appeared in the form of a cow. The Ancient Egyptians believed that she had power to help women with different things, such as childbirth, love and health problems.

Sekhmet

The goddess of war and fire and was associated with medicine and healing. She was often shown with the head of a lion. She holds an ankh (the Egyptian symbol of life – a cross with a loop). She was the daughter of the sun god, Ra.

Nut and Geb

The goddess of the sky and the god of the earth. They were the parents of Osiris and Set. The Ancient Egyptians believed that each evening, the god swallowed the sun god Ra, before he was reborn every morning.

Ma'at

The goddess of truth, justice, balance and harmony. She was married to Thoth. Ancient Egyptians believed that after a person died, their heart was weighed on a scale and balanced against one of her feathers. This was done to decide if they were sent to the afterlife or the underworld.

Archaeological Loti-Bot



Activity:

- Use Loti-Bot to visit places on the mat to explain what life was like as an Ancient Egyptian.
- You could use this as a research opportunity so when the children land on a particular square e.g. the Sphinx, they must find out an interesting fact about it. Similarly, children could recall a fact they already know.
- Collate the information into a fact file about Egypt or record on your History working wall.

Opportunities for discussion:

- Ask and answer questions about life in ancient Egypt and use a variety of sources of information to find out about the past.
- Talk about artefacts and why they are important in helping us with historical discovery.
- Recall facts and details about the ancient Egyptian civilisation.

Tomb Raiders

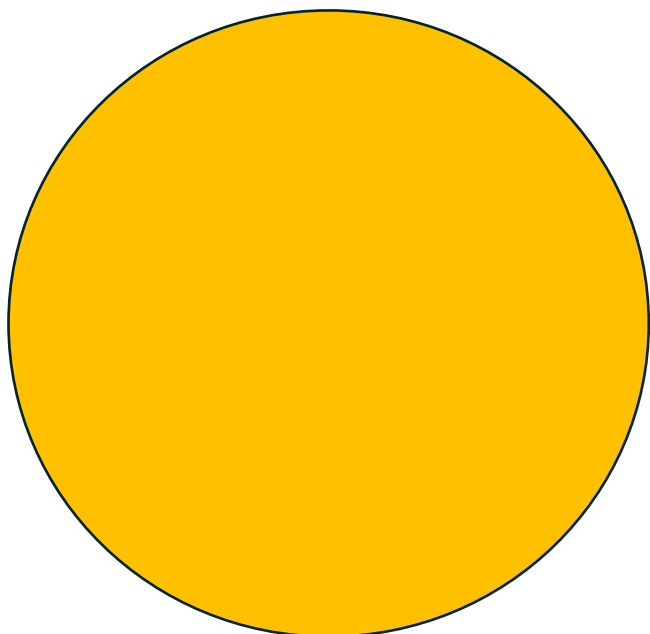
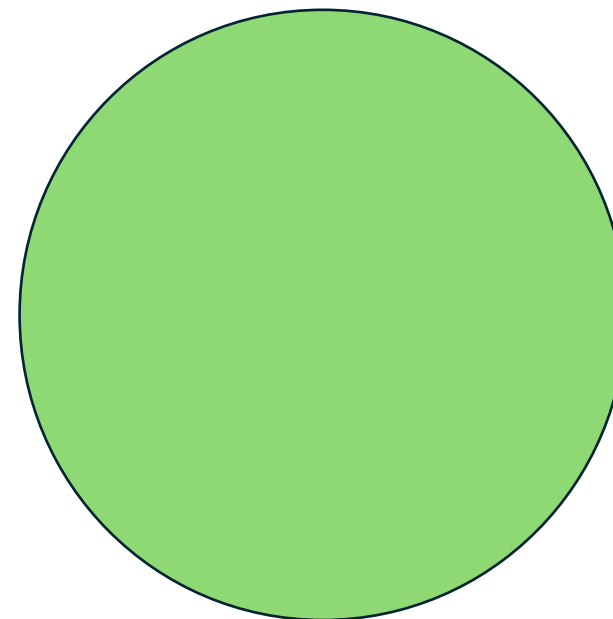
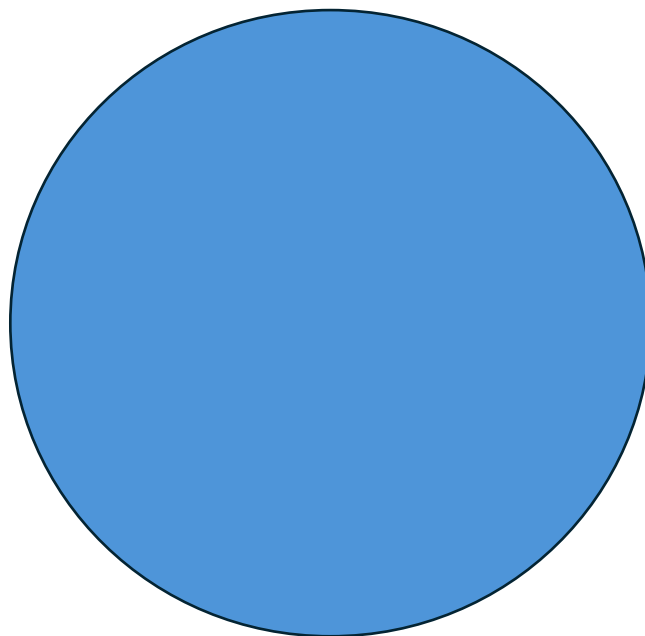
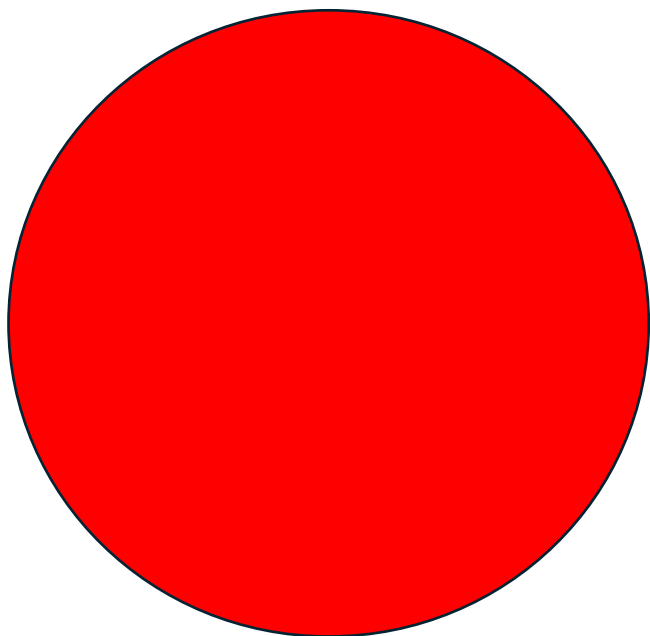
The aim of this game is to escape from Egypt with as many Egyptian treasures as you can (Scarab Beetles) before you are caught and cursed by an Egyptian god!



Activity:

- Use the Egyptian images from the Gods and Goddesses game and along with the beetles, place them around the mat. (As many or as little as you wish to adjust the difficulty of the game).
- Select a colour for the sidelights of your Loti counter and take it in turns to raid the Pharaohs treasures.
- If you travel over a space where there is a God or Goddess, you have been caught and sent to be mummified. Program Loti to get to the square with the mummy on and miss your next turn. You may not collect any Scarab Beetles on your way. On your next turn, you must pay Anubis (the god of mummification and the afterlife) 1 Scarab Beetle to allow you to escape being sent to the underworld!
- The Scarab Beetle is then placed back on the mat on an empty square.





NB: Print out the number of counters you need depending on children and groups.