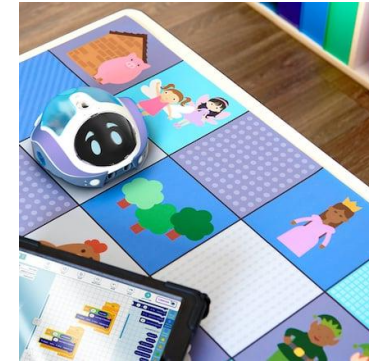# Fairy Tale Mat
Activity Ideas

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

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

Fairy Tales to learn Times Tables

The objective of this activity is for children to use fairy tales as a way to learn times tables and also improve programming skills with a robot.
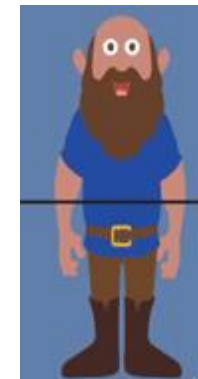

Activity:

- Select a fairy tale relevant to your setting and your chosen times tables to learn. (e.g. x3 Loti's favourite fairy tale is Goldilocks because 3 is her favourite number. Discuss other fairy tales where 3 is an important number. 3 Little Pigs, 3 wishes in Aladdin, 3 Beans in Jack and the Beanstalk)

- Create a path on the Fairy Tale mat, using the times table of your choice. Unplugged – discuss the algorithm needed to program Loti-Bot to the relevant sprites (character or objects).

- On each space on the mat place either the calculation (e.g. 3 x 4), the product (e.g. 12), or an array of counters to represent your chosen tables.

- Using the Loti-Bot app, input the program in the correct sequence. As Loti moves to each space the children give the correct answer or matching multiplication fact.
- Rewrite the fairy tales to include a story to help remember the multiplication fact. You could count in ascending or descending order or add challenge by placing them in a random order.
- Once children are confident, program Loti to make a particular sound when she reaches each multiplication fact. Children close their eyes to see if they can remember which sound relates to which tables fact. This works well when tables are in order.
- For extra challenge program Loti to move backwards!

The Giant gives Chase!

The objective of the game is to take it in turns for the Giant to catch Jack before he gets to his safe space, choosing 5 sprites (characters or places) which Jack has to land on before he can arrive at his safe space.

Activity:

- Choose a colour and sound for the Giant and a colour and sound for Jack. Place the Loti 'Giant' on the giant square and Loti 'Jack' on his square. One child or group will play as Jack and one as the Giant.

- If the Giant catches Jack, then he is the winner. Whereas, if Jack gets to his safe space before the giant catches him, then he wins.

Discussion Points

- Whoever wins, this might provide a good opportunity to talk about the feelings of both Jack and the Giant.

- In the story was Jack right to steal?

- How could the giant have been kinder?

- This is also a good opportunity to discuss how the children felt playing the game.

- How did it feel when the giant almost caught you?

Fairy Tale Directional Language

The object of the game is to be a Loti-Bot Sat Nav. For example, south of the straw house, north of the green frog.

Activity:

- Show the children a compass and explain how it is used to give clear directions.
- Talk about directional language that could be used to program Loti-Bot to move. You could use directional cards as an additional resource.
- Children can challenge each other to program Loti-Bot to arrive at a destination on the map.
- As they become more confident progress onto arriving at more destination points to make a sequence of instructions.
- Plan the algorithm before programming Loti-Bot, test the algorithm and debug.