School Mat
Activity Ideas

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

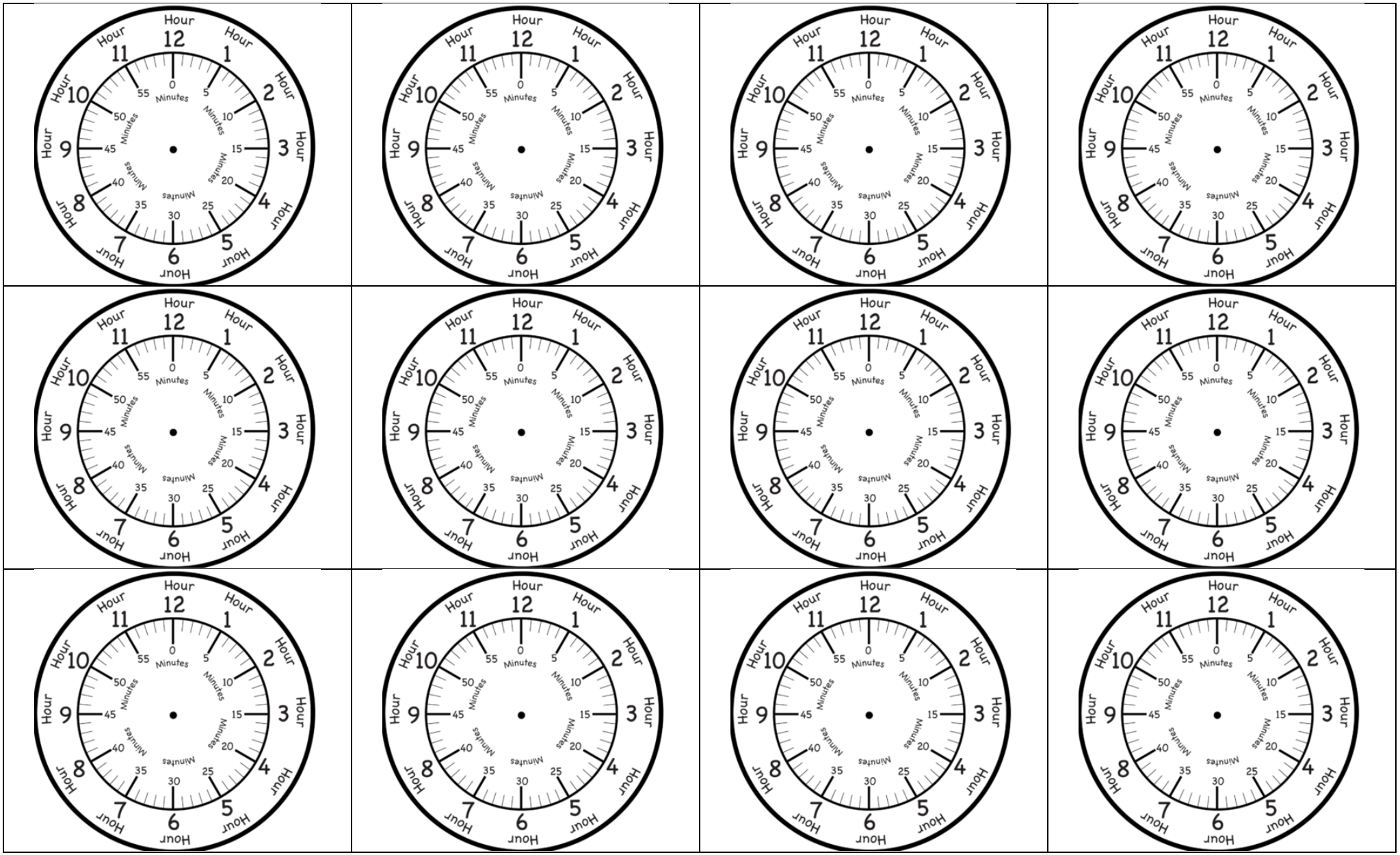
You could adapt the activities to use with other robots, such as Bee-Bot or Blue-Bot.

School Routines

Opportunities to create stories about Bee-bot, Kit and Loti-Bot and what a day at school would be like for them.

Activity:

- Program Loti-Bot to move around the mat in the correct sequence to show what a normal school day looks like.
- You may wish to ask children to program Loti-Bot to move to a specific square.
- With SEN or EAL children it could be used as a first, next, then visual reminder.
- To support telling the time, print off clocks with relevant times for your school day. Children match up the times by programming Loti to land on the correct square. You could place the clocks on the empty squares and match them up by landing on both squares.



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Loti-Bot says...

A fun game which encourages listening skills. Play similarly to the game of Simon Says.

Activity:

- Children work in teams. The teacher gives a command which starts with Loti says e.g. Loti says drink some water.
- Children decide on the quickest route to get there and program Loti to move.
- The first team there gets a point.
- If just the command is given without saying Loti says, children program Loti to move to any blank space.
- Again, the first successful team earns a point.
- Decide on the winning number of points. E.g. the winner is the first team to 5 points.

Three in a Row

Activity:

- Cut out the picture cards from the resource sheet (the pictures match those on the mat) and place in a pile.
- On your go take a card from the pile and program Loti-Bot to move to that square on the mat.
- Place your colour counter on the square to claim it.
- Take turns until a team has 3 pictures in a row/column/diagonal or there are no picture cards left to select.
- The winner is the first to get 3 pictures in a row or the team with the most picture spots at the end.

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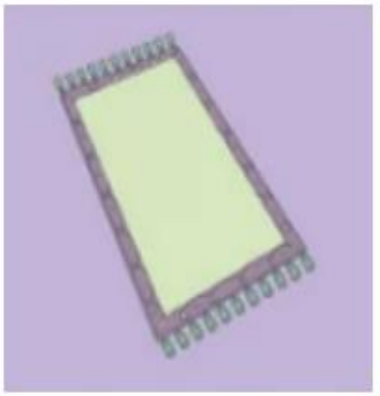


SCHOOL

I Spy

You will need:

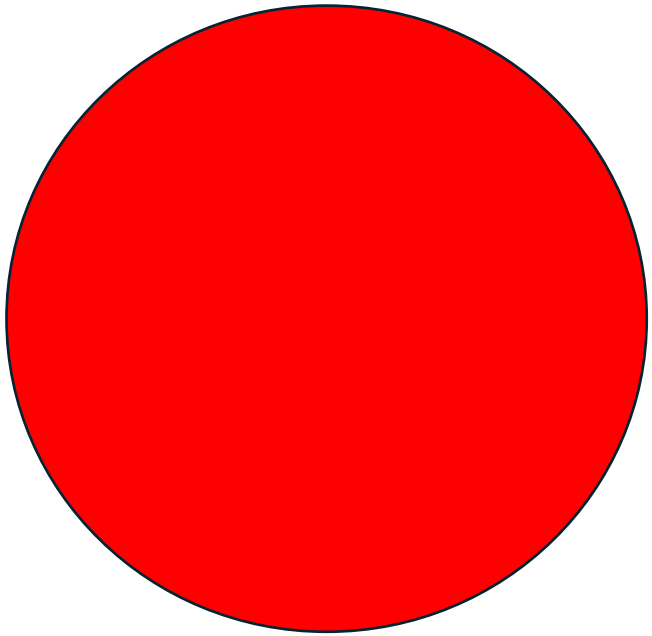
A pile of coloured counters, one colour for each team.

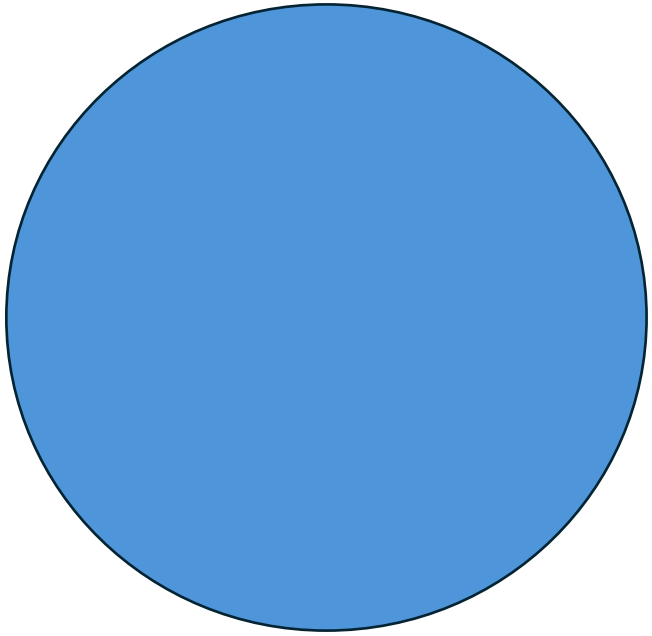
A Loti-Bot and tablet with Loti-Bot app.

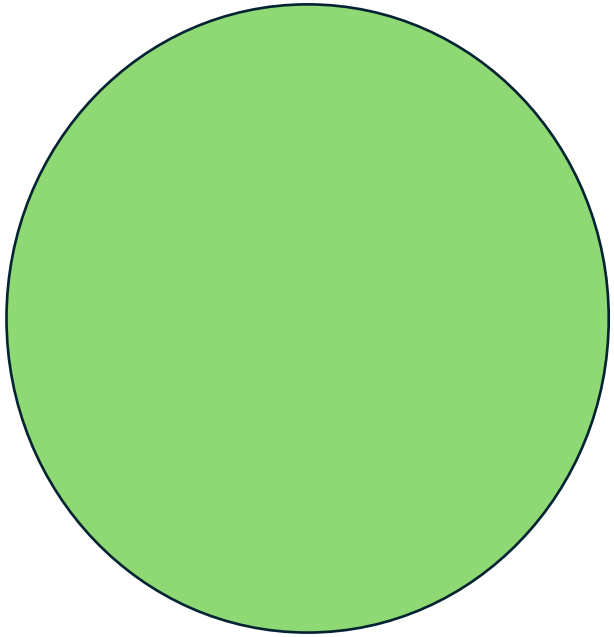
School Mat.

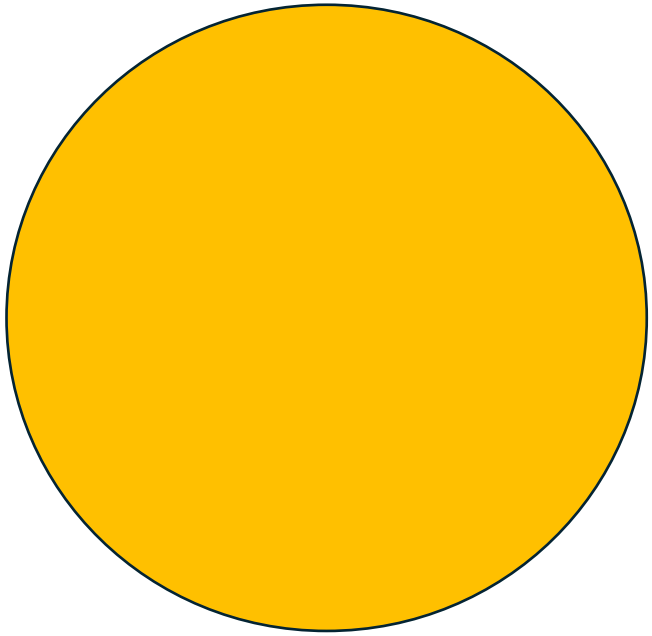
Activity:

- On your turn you pick something off the mat e.g. 'I spy something beginning with B'.
- To make a guess, teams must program Loti-Bot to that square e.g. Loti-Bot moves to the Bee-bot.
- If correct, then you can claim that square by putting down your coloured counter.
- If incorrect, then on your next turn you must make another guess in the same way.
- Take it in turns to choose a square on the mat for the other team to guess.
- The winner is the team with the most coloured counters on the mat.









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

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