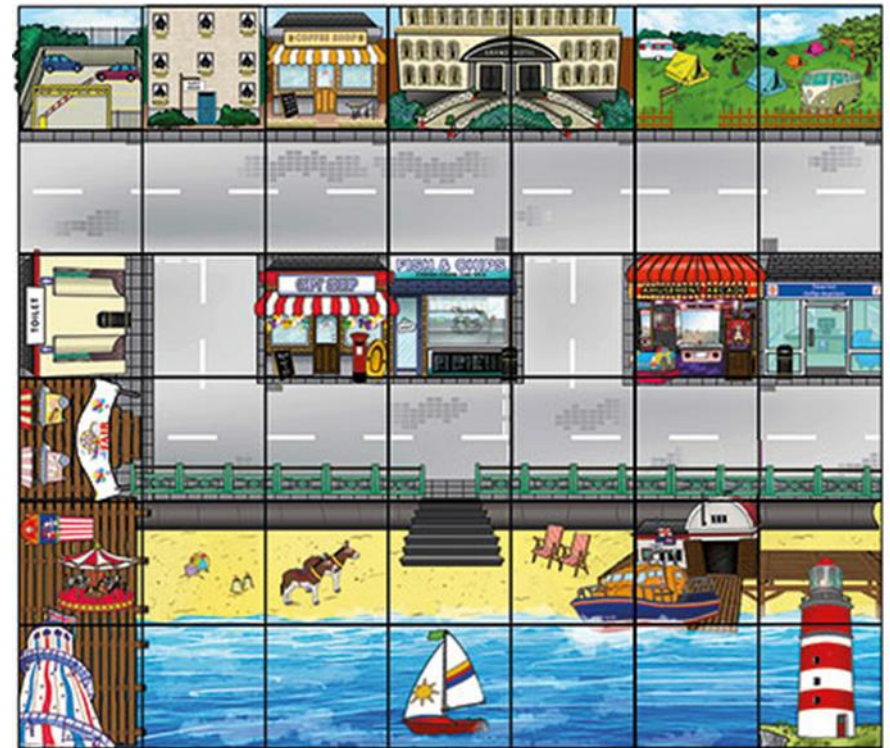


Seaside Mat *Activity Ideas*



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

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



Oh, I do like to be beside the Seaside!

The object of this game is to plan a fun day out at the seaside for Loti-Bot. The aim is to collect seaside items along the way to earn points. The winner is the player with the most points.



Activity:

- Unplugged – plan the sequence that Loti-Bot will take, select 5 activities.
- Decide on the value for each collected item before you begin. This could be linked to times tables or addition and subtraction. To add further challenge, you may wish to choose some items which you will lose points for collecting.
- Items to collect are Ice-cream, Candy floss, Fish and Chips, Arcade ticket, sandcastle, postcard, parking ticket, starfish.
- Taking it in turns, create your algorithm to reach each place trying to collect the seaside items along the way.

Challenge Activity:

- To add some difficulty consider using Loti's lights, sounds and movement when winning points. E.g. if collecting an item near the carousel you may wish to program Loti-Bot to complete a full turn, make a happy sound and flash two lights.

Pin the Tail on the Donkey



The aim of this game is to give directions to help Loti-Bot find the donkey's tail.

Activity:

- In two teams, one child chooses a secret square on the mat. They then give their partner directions of how to program Loti-Bot to get to the square. (Vocabulary you may use - North, South, East, West, Left, Right, Half Turn, Quarter turn, 180 degrees, 90 degrees, 360 degrees)
- When Loti-Bot has been programmed to the correct square, Loti then needs to get the tail to the donkey square.
- The winning team is the first team back with the donkey's tail.

Treasure at the Seaside

The aim of this game is to program Loti Bot to find treasure (coins). The winning team or player is the one with the most coins at the end of the game.



Activity:

- Place the metal detectors around the mat. Secretly place coins underneath some (adjust to alter the difficulty of the game).
- Take it in turns to program Loti to reach one of the metal detectors. Once on a square, check underneath to see if you have found some treasure.
- You may wish to leave the metal detectors on the mat as a decoy for the other team.

