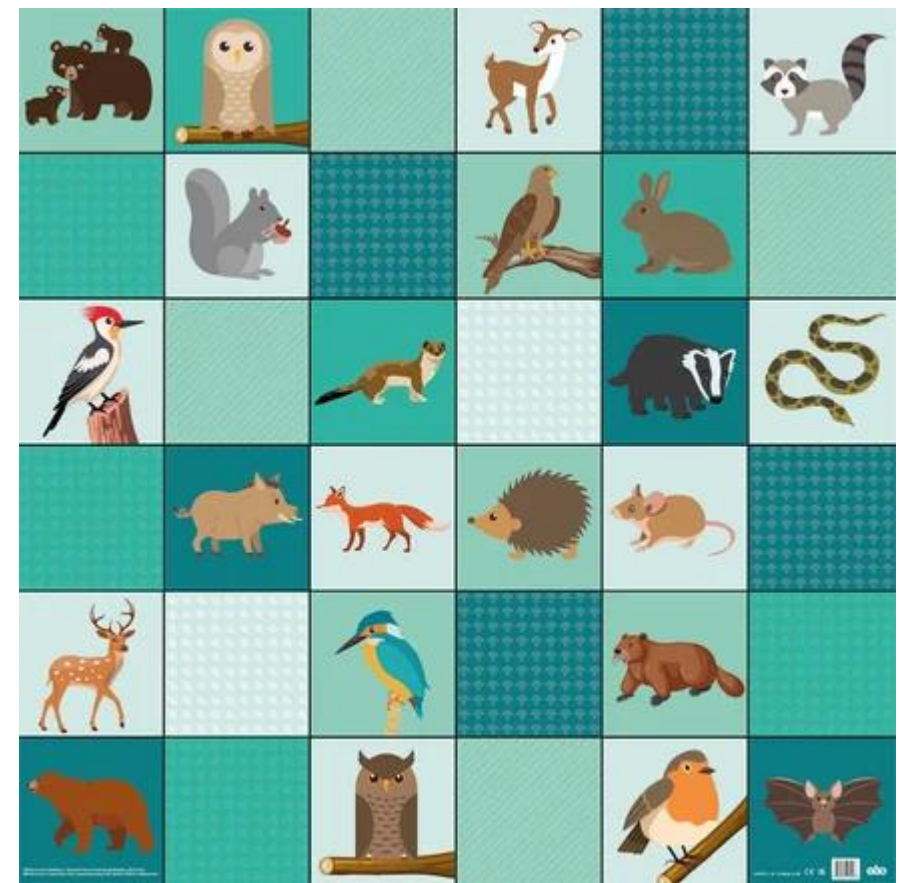


Woodland Mat *Activity Ideas*



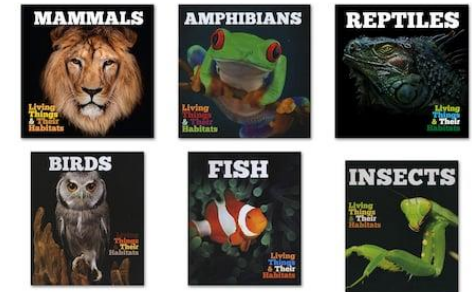
With many thanks to Bolton Schools ICT
for sharing these activity ideas for using
Loti-Bot with the Woodland Mat.

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



Living Things and their Habitats

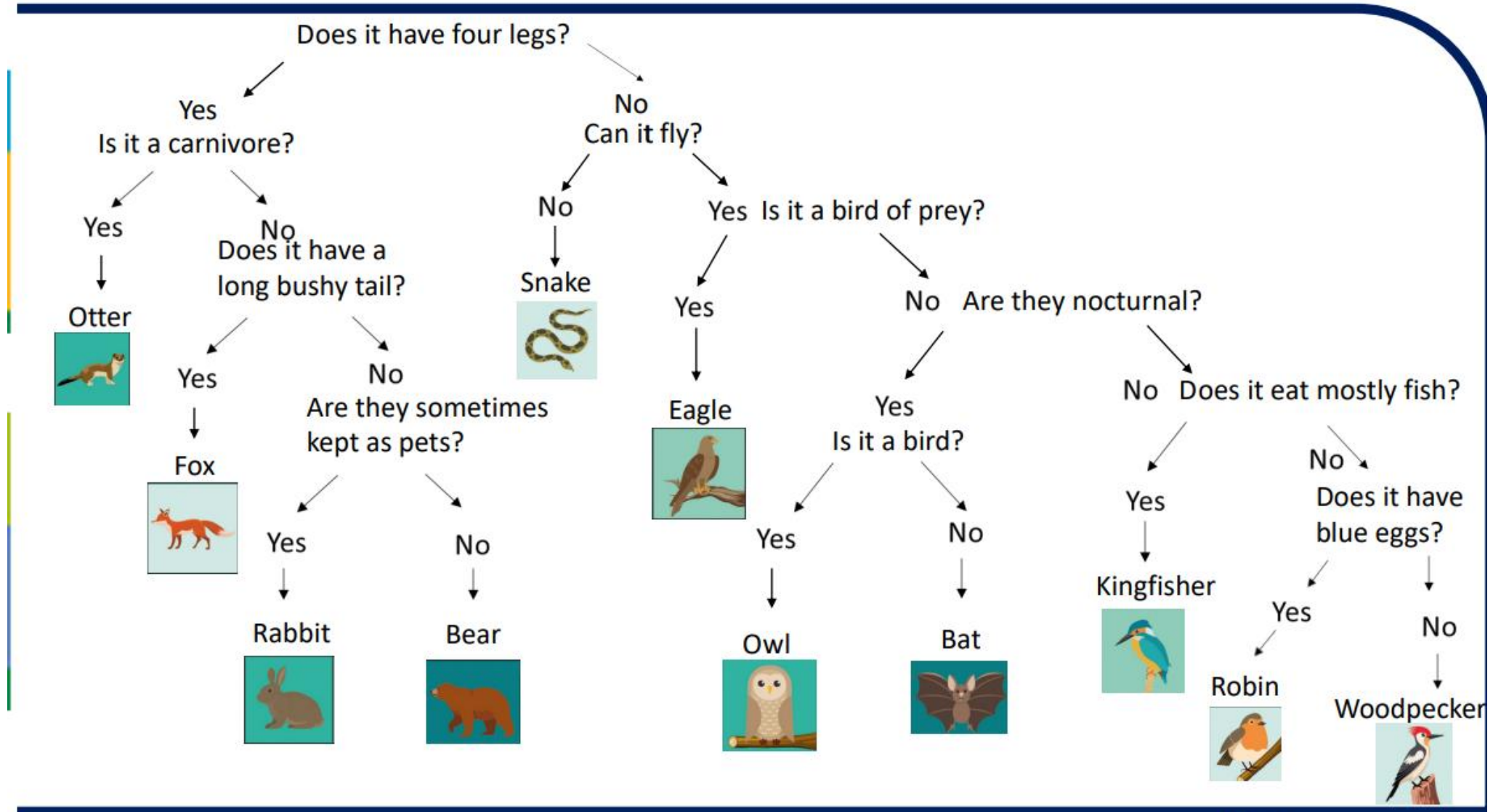
The object is for the children to program Loti-Bot to help them create a branching database for the woodland creatures they find on the mat.



Activity:

- First use the provided branching database.
- Take it in turns to secretly choose an animal from the mat e.g. Owl
- Place Loti-Bot in any of the empty squares on the mat. Ask the first question on the branching database – does it have four legs? – no. Program Loti-Bot to move to an animal that doesn't have four legs e.g. snake – change light on Loti-Bot to red to show incorrect. (For younger children, you may wish to point out that in some images on the mat we can only see two legs e.g. the hedgehog because it is a sideways picture).
- Continue until the correct animal is found by Loti-Bot. Pause at opportunities which allow for further research or questioning e.g. If a bat isn't classed as a bird, then what is it? What makes a bat a mammal?
- When creating their own branching database children will need to research the differences between the animal's habitats, diets and classifications. (They do not need to try and include all the animals from the mat).
- For digital literacy links, create the branching databases using computers and link it to your curriculum objectives.

Branch database



Woodland Trails

The aim of this activity is to create a story about Loti-Bot using the woodland sprites on the mat. You may wish to link this to a focus text such as *The Gruffalo* by Julia Donaldson.



Activity:

- Program Loti-Bot to take a 'stroll' through the woods (the mat) and create a story using the woodland friends Loti-Bot meets along the way.
- You may wish to write the stories down first and then children can swap stories with a partner to share their work.

Opportunities for discussion:

- Compose and rehearse sentences and build in a rich vocabulary.

A Walk in the Woods

This activity is an opportunity to work on speaking and listening skills, investigate woodlands and the different things you might find in this habitat.

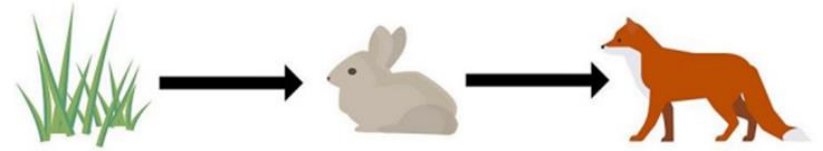


Activity:

- Taking it in turns, children program Loti-Bot to move to any animal on the mat.
- Challenge them to change the sidelight colour and make a happy sound.
- When they reach the square, they create a sentence to explain what they like about that animal or an interesting fact about the animal E.g. Badgers are the main natural predator of hedgehogs.
- You may wish to give children time to research the animals prior to the activity and give them a focus topic e.g. habitats, diets, food chains to link to your science learning.



Woodland Webs



This activity focuses on food chains helping children to construct and interpret a variety of food chains, identifying producers, predators and prey.

Activity:

- You will need to place some producers (grass, plants and seeds) in the empty squares on the mat.
- Decide on an empty square to place Loti-Bot to begin.
- Unplugged activity – children discuss a food chain e.g. grass – rabbit – fox. Explain the algorithm needed to get from producer to consumer to predator. You may wish to break it up into stages or challenge to get there in one program.
- Using the correct sequence, program Loti-Bot. As the robot completes the sequence, ask children to explain the food chain.