Zoo Mat
Activity Ideas

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

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

Zootopia

The object of this game is to restore order at the zoo. All the animals have escaped and as Loti Zookeeper, you must collect them and take them back to the right enclosure. The winning team is the one who gets the most animals back to their correct enclosure.

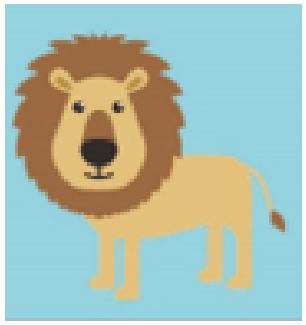
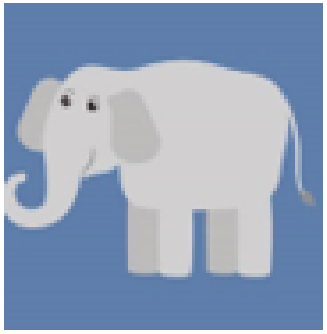
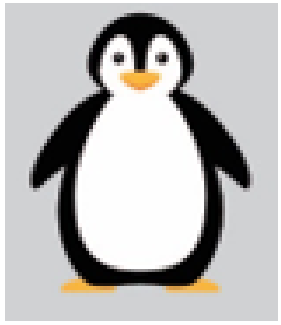
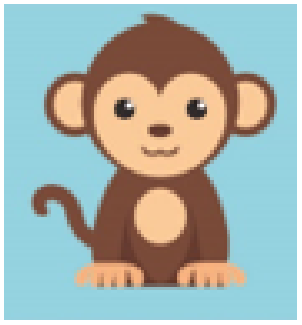
Activity:

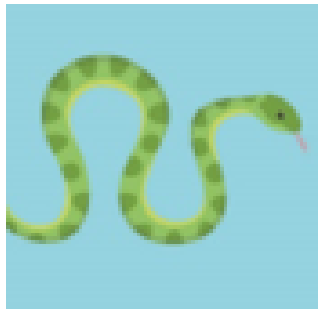
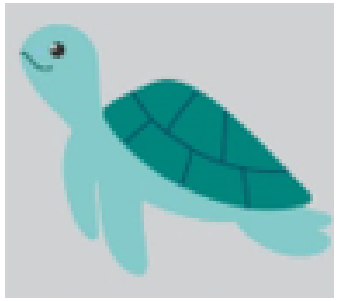
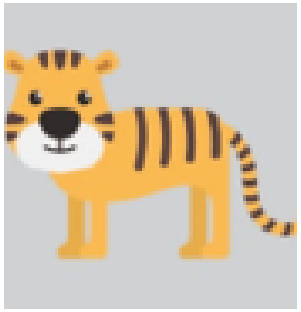
- Place the zoo animals around the zoo mat in the wrong enclosures. Select your counter colour for Loti-Bot and the chosen siren sound, as dangerous animals are on the loose. (This could be two sounds and two flashing lights UKS2).
- LKS2 – Program a sequence to collect one animal at a time, taking it in turns.
- UKS2 – More complex sequence to collect several animals at a time, returning them to the correct enclosures.

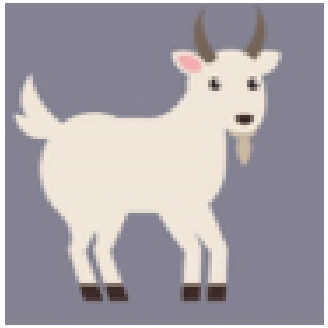
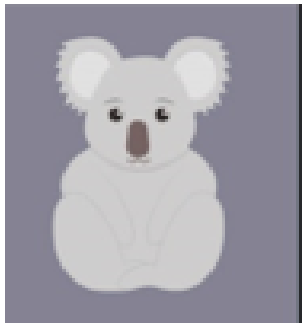
Alternative Games:

- Alternative game 1 – Program Loti-Bot to mix up the animals.

- Alternative game 2 – One teams aim is to move the animals to the correct enclosure and the other team is trying to mix it up.

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Feeding Time at the Zoo!

The aim of this game is to feed the animals the correct food. Loti-Bot needs to collect the food and deliver it to the right enclosure. Food examples could be meat, fish, vegetables and fruit.

Activity:

- Unplugged Activity – discuss the feeding times for each animal. Do some need feeding more? Decide on a sequence and organise a timetable for Loti-Bot to feed the animals. (You may wish to link to a school trip, link to telling the time, links to science topic on animals including humans).
- Program Loti-Bot and drop off the food to the correct enclosures.

Opportunities for discussion:

- Talk about the food different animals eat and identify and name animals that are carnivores, herbivores and omnivores.

We're Going to the Zoo

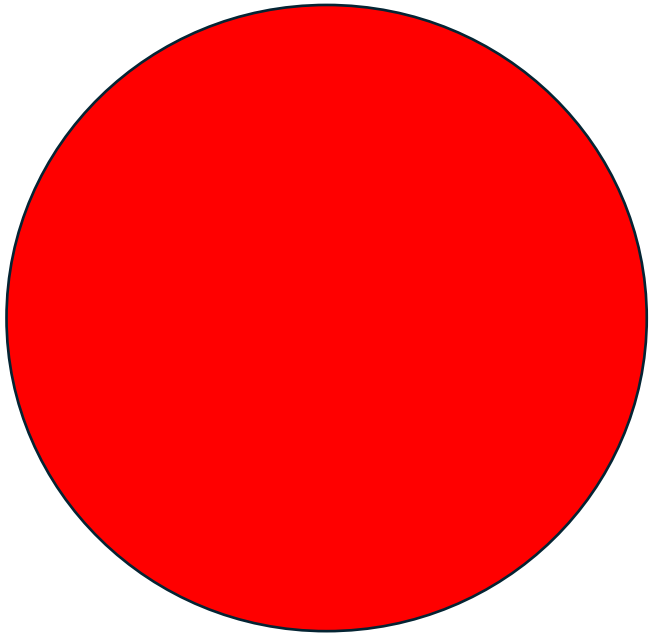
The objective of this activity is to recount a day at the zoo and program Loti-Bot to show this this sequence.

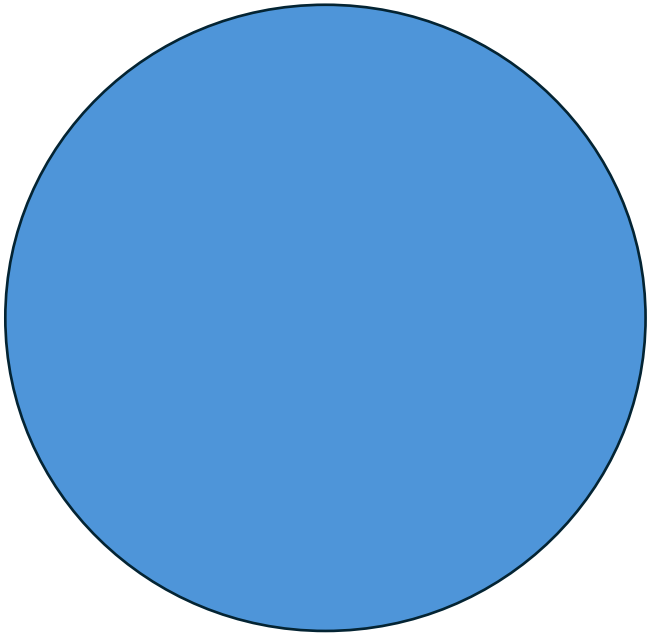
Activity:

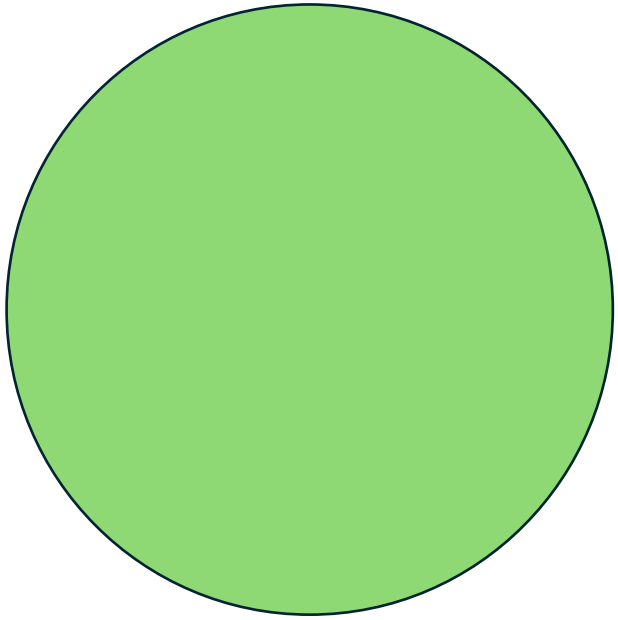
- Children plan out a day at the zoo or recount a trip they have had to the zoo recently. (Possibly a school trip).
- They then program Loti-Bot to visit the animals in the correct order to recount the day at the zoo.
- Challenges can be given to visit multiple animals in one turn.

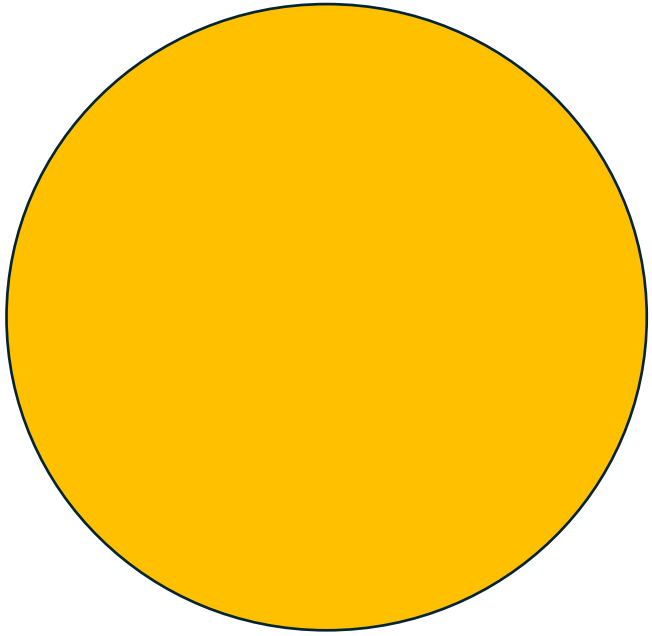
Alternative Game:

- Give children a list of animals they need Loti-Bot to visit and get them to plan and program Loti-Bot to take the best route. For example, visit the Meerkats, buy a ticket, go to the gift shop, visit the penguins, visit the lions. (Children must then think about the best sequence).









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

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