

Busy Street Mat Activity Ideas



These activity ideas are a useful starting point when using a Bee-Bot or Blue-Bot. However, most of the activities can be adapted to be used with other TTS robots, such as Loti-Bot. Some of the activities are discussion based focussing on exploring features on the mat, while others involve programming a robot to complete specific tasks on the mat.

The mat can be used with young children as well as older, depending on the differentiated tasks. Its flexibility makes it a really useful resource.

Setting the Scene

Discussion Ideas



- Ask the children to look at the various places on the 'Busy Street Mat'. How many shops, signs etc can they see? Can the children name them?
- What do they think happens in various locations? What might they do there?
- What building names can they see? If the names were removed, would they still be aware of the context of the places and why?
- Who has visited a street like this in real life? Compare and contrast.



Cross-Curricular Ideas



English

- The mat can be used for **phoneme awareness** games (e.g. find something which starts with 'r').
- Devise **stories** around the 'Busy Street'. Describe someone's typical day. Retell the journey by sequencing where they visited. Write a shopping list and collect the items.
- **Prepositions** – The robots can move in different directions. They can turn in the direction you require to visit the garage or have lunch at the cafe. Encourage the children to use prepositions, such as near, far, next to etc to explain the position of the robot in relation to locations on the mat. The pupils can estimate distances, plan journeys, record algorithms and test.

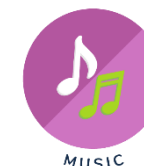
Cross-Curricular Ideas



Maths

- Would the street look different at different **times of day**, e.g. at school time (start/finish), lunchtime, night etc? Small clocks could be placed next to the shops to indicate shop opening times. Parking might be difficult at 3.15pm, for example, when school closes.
- Can pupils find things of certain:
 - i. Colours
 - ii. Shapes
 - iii. Properties
 - iv. Size etc
- **Prices** – Place price tags in the shop windows. Go shopping with a specific task in mind. Work out costs and change. The robot could be the shopper/delivery van etc. Why not make it sale time and adjust prices accordingly?
- **Odds and Evens** – Can the children label the buildings so that there are odds and evens on different sides of the street. Cover some of the numbers and ask the pupils to work out which number is missing and discuss how did they know.

Cross-Curricular Ideas



Geography

- What **geographical vocabulary** can be developed by finding street furniture e.g. lamp post, post box, litter bins etc. Can the children recall where they have seen such an item?
- **Buildings** – Explore the different types of buildings. How are they different/similar?
- **Signs** – Why not ask pupils to make additional signs, e.g. speed limits or posters.

Science

- What **materials** can they see, e.g. are there bricks, wooden doors, metal bins etc? Discuss the reasons for why the materials may have been used for certain features.

Music

- What **sounds** would you hear on the street? You could then make your own recordings of them.

Cross-Curricular Ideas



Design & Technology

- **Design** your own side streets with additional shops and places. Either continue the main road or add on to the side street.
- **Build** you own 3D houses/shops and place them on the corresponding bold building. Foliage stood in oasis makes great mini trees.

PSHE

- **Roles** – Where would the florist work? What does his/her role require? Ideal for a **People who help us** topic to discuss where people work and the role they perform. You could even add extra features, such as a paper zebra crossing or a pelican crossing. This could be a useful way of discussing road safety.

Role-Play Ideas



Set up scenarios and ask the pupils to plan the route. The robot can take on different character roles:

1. Go and buy some flowers for your friend's birthday. Next, buy a cake and then a card.
2. You are going to a wedding and need a new dress, a haircut and some money to purchase the items. You are then going to meet your friend for a coffee. Plan your journey.
3. Before Mrs Jones collects her daughter (Mary) from school, she meets her friend at the teashop, as well as buying Mary's favourite sausages for her tea. After collecting Mary, Mrs Jones takes Mary to spend her pocket money on a toy she's been saving up for. Plan Mrs Jones' journey.
4. There are road works and temporary traffic lights (draw and attach with 'Blu-tack'). Call at the fruit shop and allow extra 'pauses' for delays.
5. Buy three flowers, two pears, six eggs, and a new coat. Where would you go and what would your journey look like? A recipe or a shopping list might be followed.

Trailer Activity Ideas



These trailer activities are specifically for use with either a Bee-Bot or Blue-Bot. The trailer is designed to easily hook onto the back of a Bee-Bot or Blue-Bot.

1. The Bee-Bot or Blue-Bot can deliver the post to the different businesses (make pretend letters, cards, presents with the numbers on and the Bee-Bot/Blue-Bot can post them accordingly).
2. Play the 'Lost Post Game' by trying to sort out which parcels go to which address/building, e.g. a cup and saucer, a vase, a loaf of bread etc.
3. The trailer can help with delivering items. Use or make dolls house sized items, such as food, flowers, cutlery etc - i.e. mini 'real' items to deliver and retrieve?

