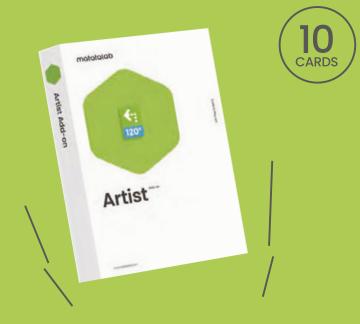


## Activity Cards

**Artist Add-on Pack** 





#### Matatalab Activity Cards-Artist Add-on Pack Table of Contents

Number	Concept	Activity Name	Cross- Curricular
1	Sequence	Zodiac Constellations	Art
2	Loops	Matatalab Ice Cream Shop	Art
3	Loops	Matatalab Class Tree	Art
4	Loops	Christmas Tree	Art
5	Loops	Pinwheel	Art
6	Loops	Large and Small	Art
7	Loops	Lake Full of Fish	Art
8	Loops	Pyramid	Art
9	Loops	Sailor MatataBot	Art
10	Loops	Space Painting	Art

#### Note:

There are 10 activity cards in this pack. These 10 cards needs to be used with the 40 Matatalab Coding Set activity cards together.

1 Sequence





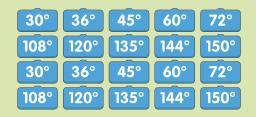
### Zodiac Constellations

## 1 Sequence



Introduce the Number and Angle blocks and show students how to use them together. (Angle blocks can be only placed under Turn left and right blocks)

Coding Set
Artist Add-on





Use Motion, Number and Angle blocks to draw one of the zodiac constellations. (The drawing does not need to be exactly the same as the zodiac constellation.)





Ask students to program MatataBot to create their own constellation vectors on a big white paper. (one example is shown below.)





4

Use color pens to decorate this painting.





# Matatalab Ice Cream Shop



1 Introduce the triangle drawing program.

Coding Set
Artist Add-on





Ask students to use Loop and Number blocks to simplify this program and place the simplified program on the control board to program MatataBot to draw a triangle.



Use colored pens to decorate the triangle as an ice cream with a cone.





Coding Set

Artist Add-on



#### Matatalab Class Tree

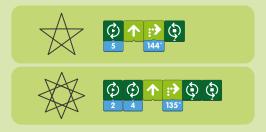


Prepare a large white paper and print or draw a large tree on the paper.

Coding Set
Artist Add-on



Introduce pentagram and octagon drawing programs.



- Ask students to place these programs on the control board to program MatataBot to draw a pentagram or an octagon on different color papers.
- Cut out the pentagram or octagon out of papers and use colored pens to decorate and write names on them to make them name tags. Put the name tags on the tree to finish the class tree.

