A-1 Sequences

Coding

Coding Mode

Nice to meet you

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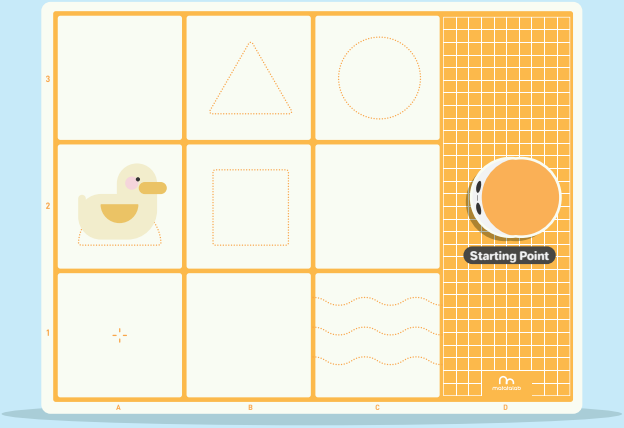
A-1 Sequences

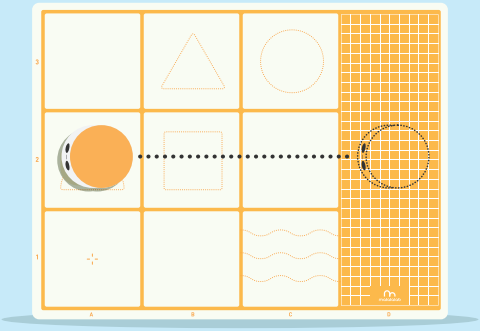
Coding

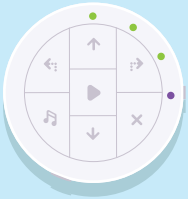
Coding Mode

1 Place MatataBot and a toy on the map.



2 Program MatataBot to meet the toy and play a music.

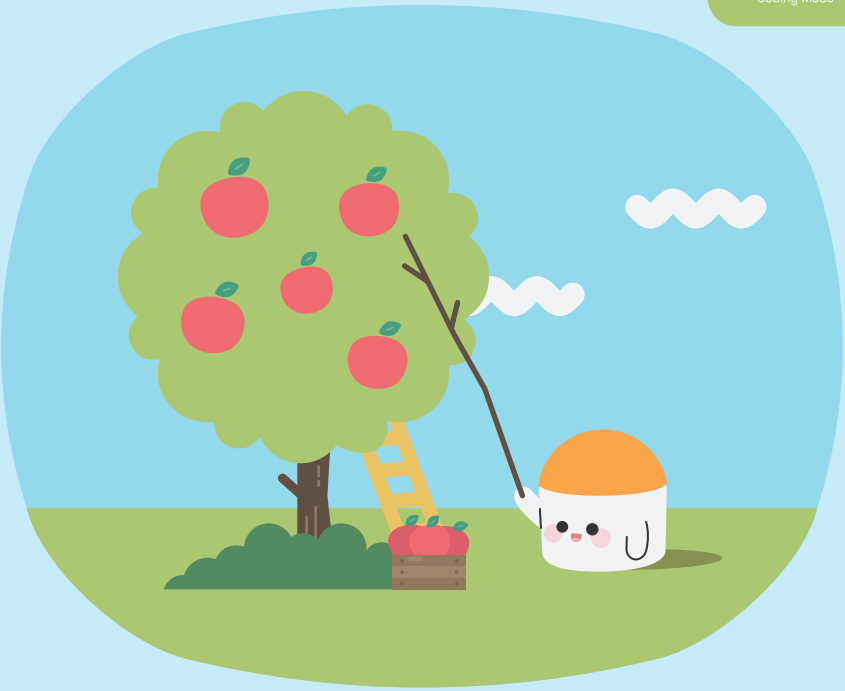




A-2 Sequences

Coding

Coding Mode



Fruit Picking

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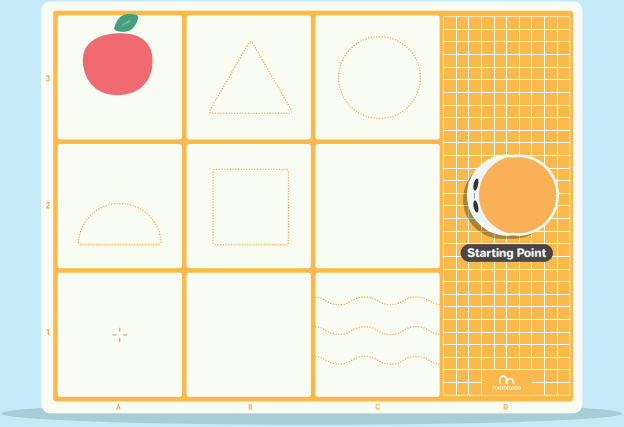
A-2 Sequences

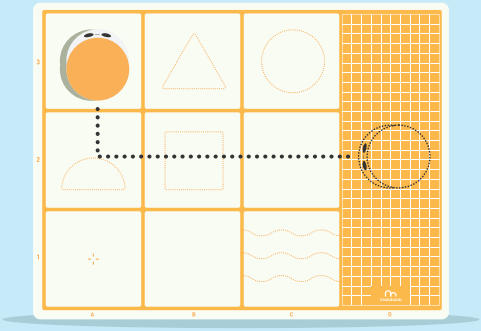
Coding

Coding Mode

1 Place MatataBot and a fruit on the map.



2 Program MatataBot to pick the fruit and play a music to celebrate.

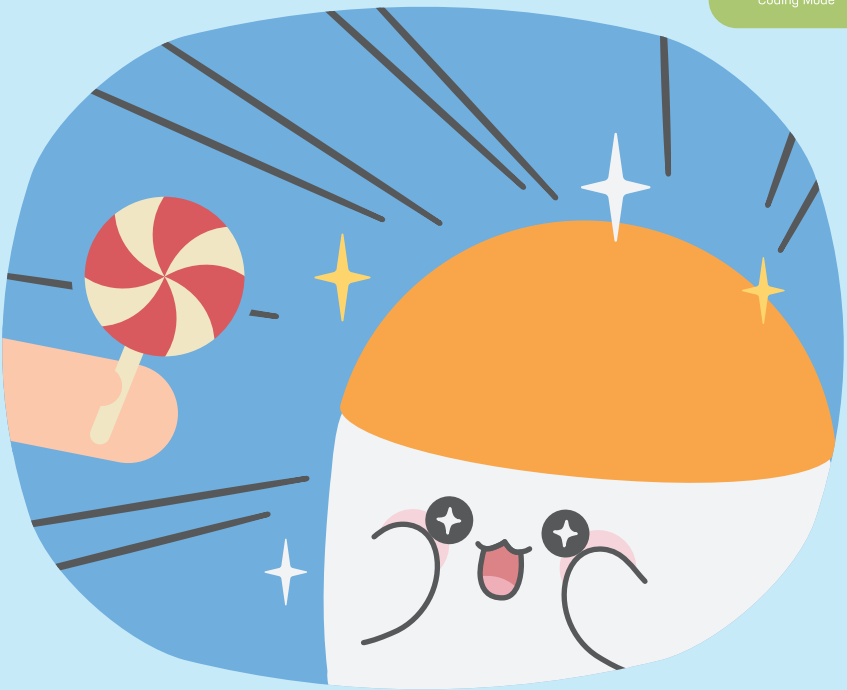


A-3

Sequences

Coding

Coding Mode



MatataBot Loves Candy

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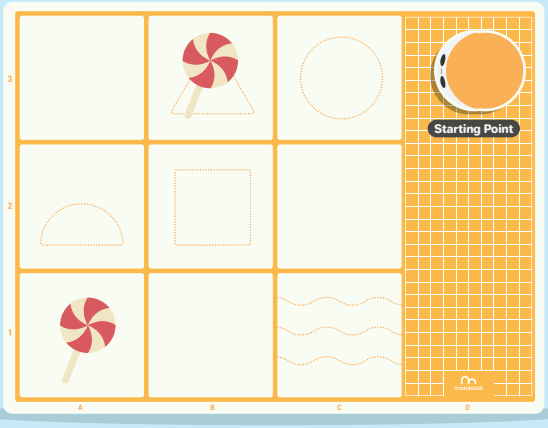
A-3 Sequences

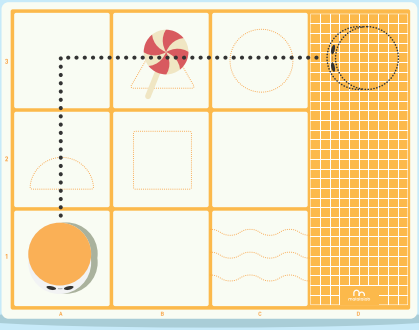
Coding

Coding Mode

1 Place MatataBot and 2 candies on the map.



2 Program MatataBot to pick all of the candies at once.



Bonus

Place 3 or more candies and program MatataBot to pick them all at once.

A-4

Sequences

Coding

Coding Mode

MatataBot Guard

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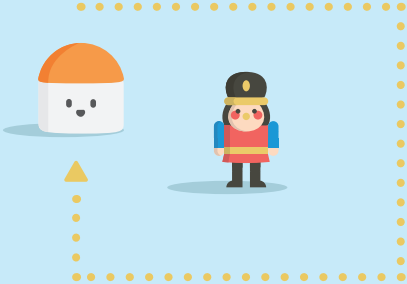
A-4 Sequences

Coding

Coding Mode

1 Place MatataBot and a toy on a flat surface.

2 Program MatataBot to move around the toy.



Bonus

Try to program MatataBot to move around more toys at once.

A-5 Sequences

ELA

Coding Mode

MatataBot Learns Vocabulary

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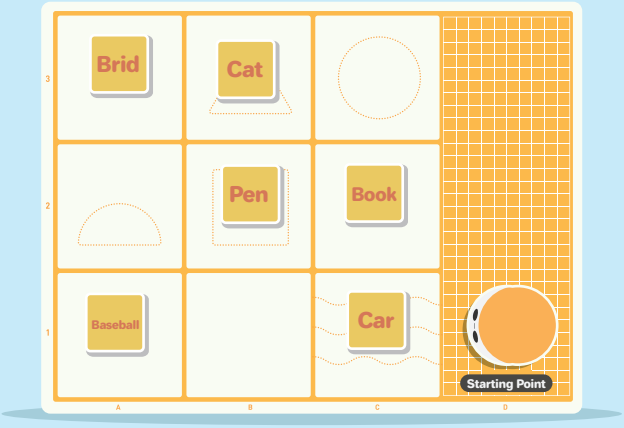
A-5 Sequences

ELA

Coding Mode

1. Place 6 vocabulary cards radomly on the map. Choose a starting point.



2. Select a pictue and program MatataBot to find the correct vocabulary.

3. If find the correct vocabulary card, remove it and contiune the activity.
If not, reprogramming.

Bonus

Prepare other word cards.

B-1

Sequences

Coding

Coding Mode

Maze Adventure I

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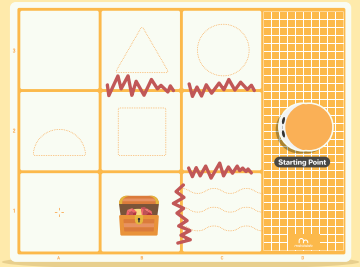
B-1 Sequences

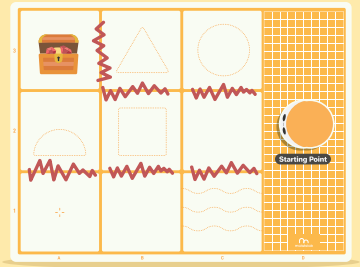
Coding

Coding Mode

1 Use erasable pens, stickers, or other items to make the mazes as the maps shown below and then place the "treasures" on the point shown below. ("Treasures" could be a sticker or a small item)

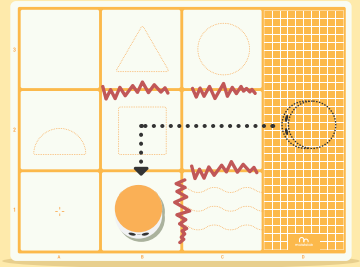


Map 1



Map 2

2 Use Coding Mode of controller to program MatataBot find the "treasures" in the maze. (Example shown below)



Map 1

Bonus

Prepare more maze maps that MatataBot needs to turn 1 time.

B-2

Sequences

Coding

Coding Mode

Maze Adventure II

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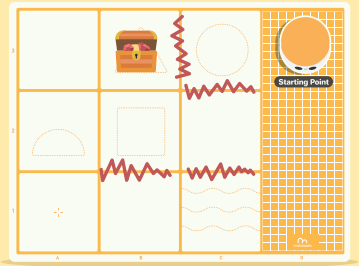
B-2 Sequences

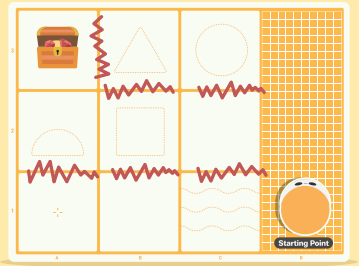
Coding

Coding Mode

1 Use erasable pens, stickers, or other items to make the mazes as the maps shown below and then place the “treasures” item on the point shown below.(“Treasures”could be a sticker or a small item)

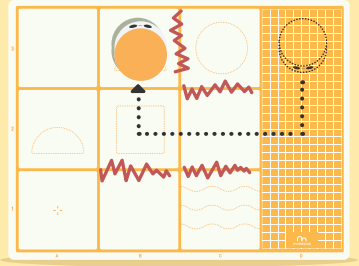


Map 1



Map 2

2 Use Coding Mode of controller to program MatataBot find the “treasures” in the maze.(Example shown below)



Map 1

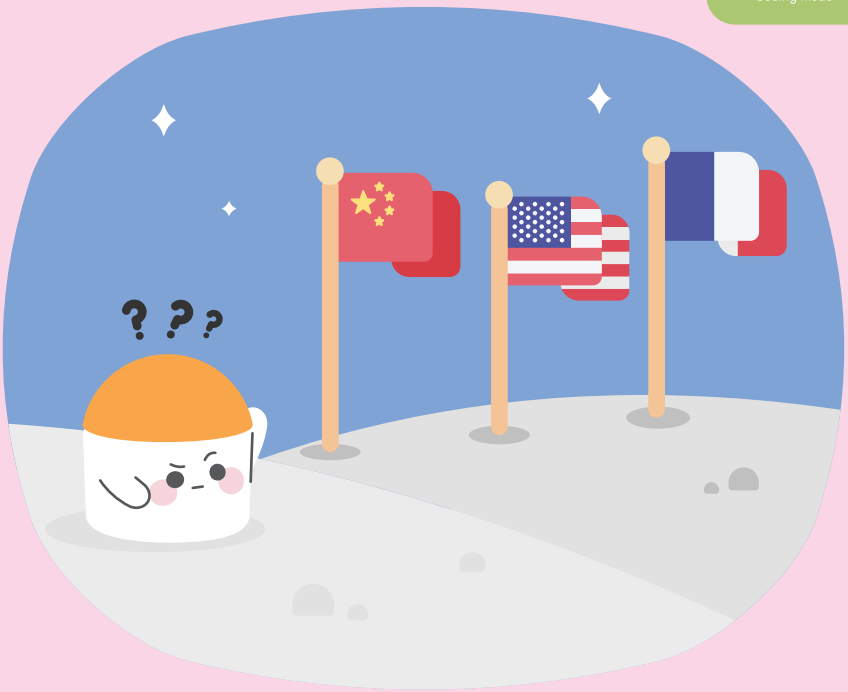
Bonus

Prepare more maze maps that MatataBot needs to turn 2 times.

C-1 Sequences

Social Study

Coding Mode



Culutre Difference

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C-1 Sequences

Social Study

Coding Mode

1 Prepare some country flag cards.

2 Prepare and place 9 landmark cards on the map.(9 landmarks cards shown below)

3 Every student or every group of students pick one starting point and one country flag card and code MatataBot to find this country's landmark. (Note: Don't touch other cards)
If the students find the correct landmark, score one point. Who has the most points

Bonus

Pick 2 country flag cards and code MatataBot to find these two countries' landmarks with only one program.

C-2

Sequences

Math

Coding Mode

Solar Systems

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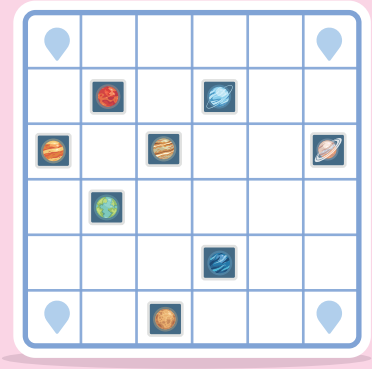
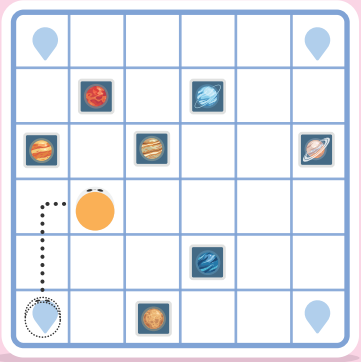
C-2 Sequences

Math

Coding Mode

1. Prepare and place the 8 planets cards of the solar system on the map as shown below.



2. Prepare 9 or more questions about the planets, for example: What is the largest planet in the solar system?

3. Students choose one starting point and code MatataBot to find the correct card of the question.