

matatalab **EDU**

Activity Cards

40
CARDS

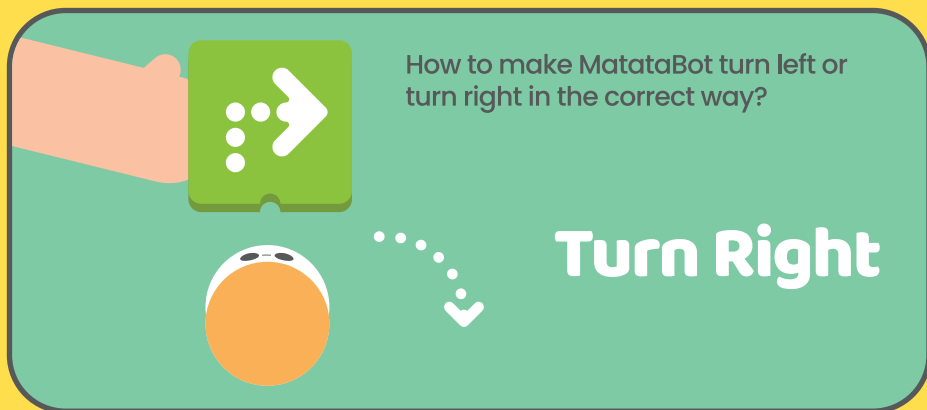
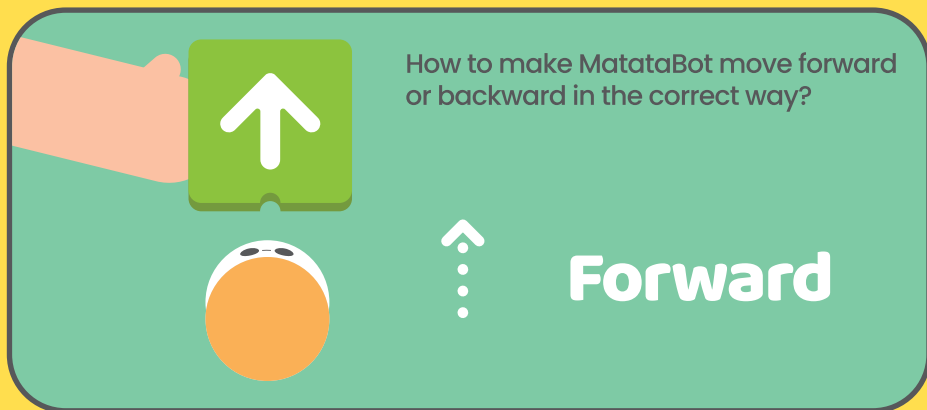


Enjoy coding together

When placing the square coding blocks, make sure the small notches on the blocks always face the lower direction, so that it could be properly embedded in the Control Board.



When we code with the directional coding blocks, the directions on the blocks refer to the moving directions of MatataBots. Therefore, the teachers need to remind students to constantly pay attention to the direction of MatataBot's eyes.



Scope & Sequence

Start at Coding Level A for beginners no matter what grade level students are in. Pacing can be adjusted to how quickly your class move through the content.

Concept	Level A	Level B	Level C
Approximate Grade Level	K-1	1-2	2-3
Sequence	9	7	9
Loops	4	6	
Events			
Conditional			
Function			5
Variables			
Total: 40	13	13	14

Matatalab Coding Set



Matatalab Coding Set Activity Cards Table of Contents

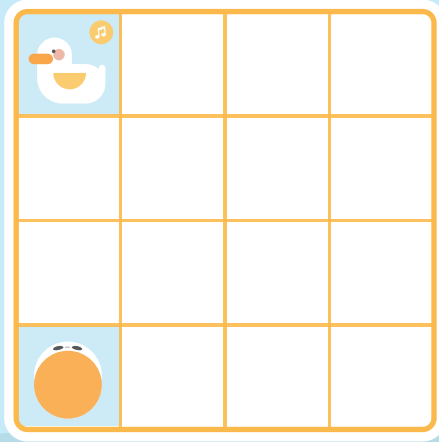
Level	Concept	Activity Name	Cross-Curricular
A-1	Sequence	Nice to Meet You	Coding
A-2	Sequence	Fruit Picking	Coding
A-3	Sequence	MatataBot Loves Candy	Coding
A-4	Sequence	MatataBot Guard	Coding
A-5	Sequence	MatataBot Learns Vocabulary	ELA
A-6	Sequence	Shapes and Patterns	Math
A-7	Sequence	Counting Game	Math
A-8	Sequence	Addition Game	Math
A-9	Sequence	Patrol Cars	Coding
A-10	Loops	Tireless Dancer	Coding
A-11	Loops	Hardworking Bees	Coding
A-12	Loops	Little Square	Art
A-13	Loops	Big Square	Art



Nice to meet you

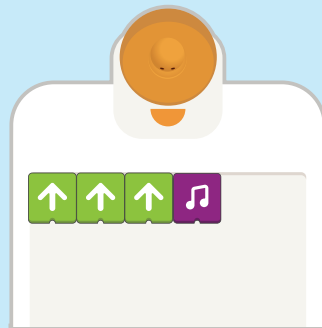
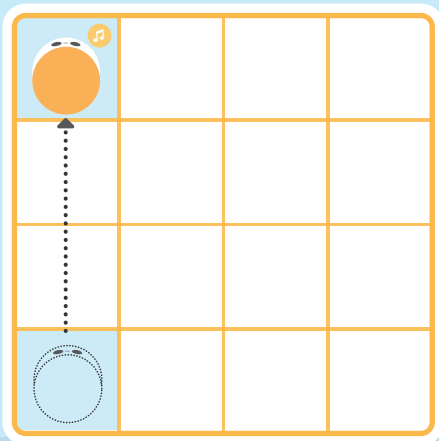
1

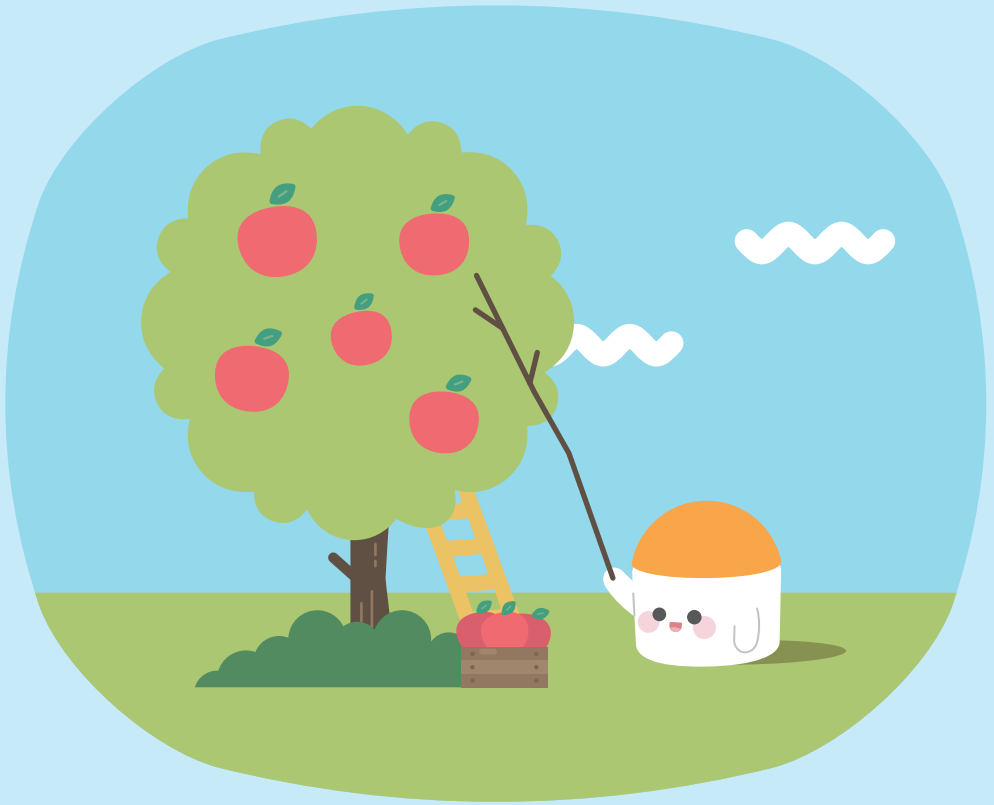
Place MatataBot and a toy on the map, and keep them within the same line.



2

Program MatataBot to meet the toy and play music.

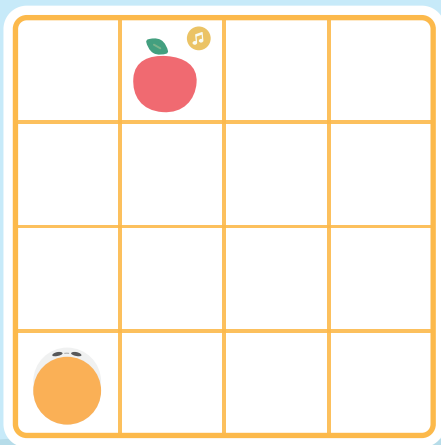




Fruit Picking

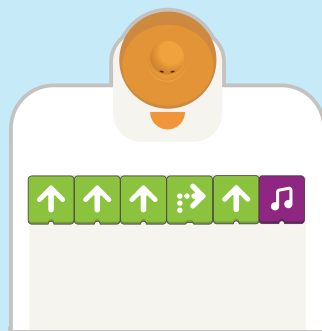
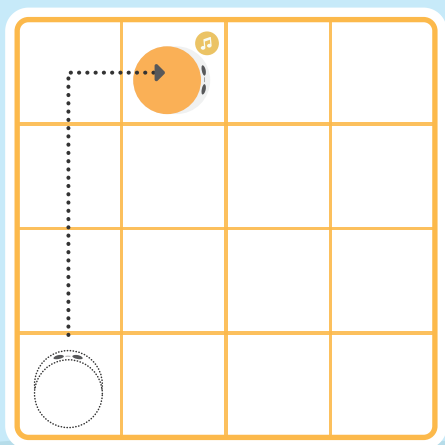
1

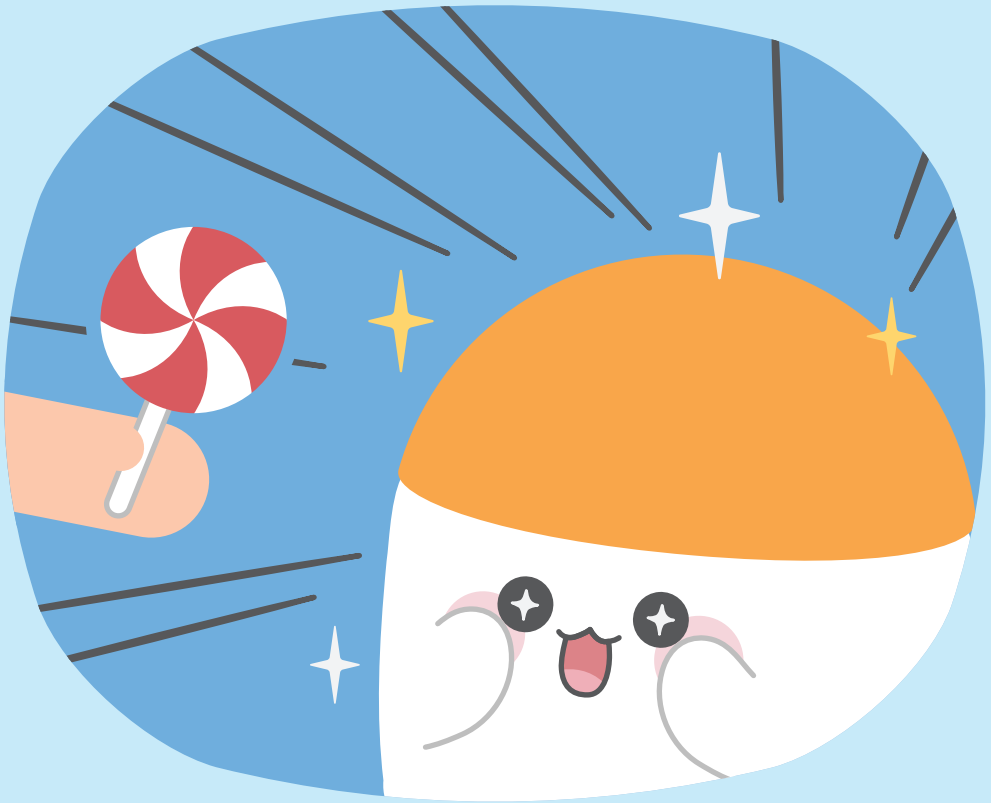
Place MatataBot and a fruit on the map.



2

Program MatataBot to pick up the fruit and play music to celebrate.

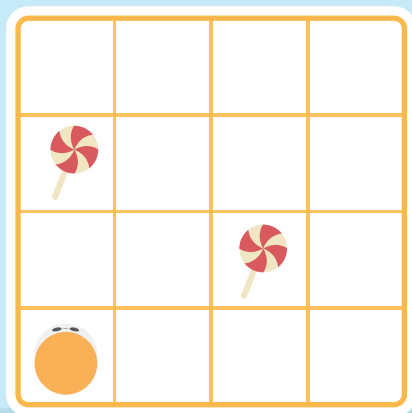




MatataBot Loves Candy

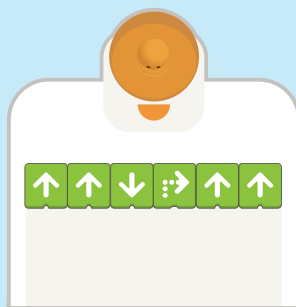
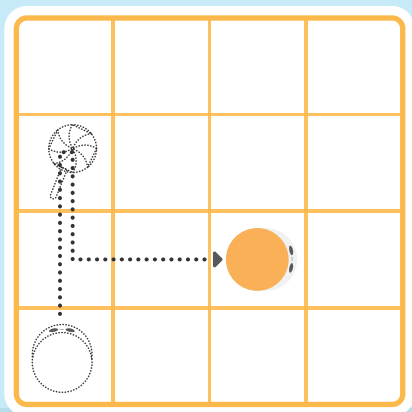
1

Place MatataBot and 2 candies on the map.



2

Program MatataBot to pick up all of the candies with one program.



Bonus

Place 3 or more candies and program MatataBot to pick up them with one program.



Matatalab Coding Set Activity Cards

Table of Contents

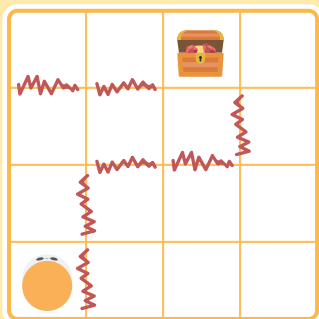
Level	Concept	Activity Name	Cross-Curricular
B-1	Sequence	Maze Adventure I	Coding
B-2	Sequence	Maze Adventure II	Coding
B-3	Sequence	Word Maze	ELA
B-4	Sequence	Naughty Obstacle I	Coding
B-5	Sequence	Naughty Obstacles II	Coding
B-6	Sequence	Mom's Little Helper	Math
B-7	Sequence	Frog Life Cycle	Science
B-8	Loops	Pumpkins Picking	Coding
B-9	Loops	MatataBot Draws Rectangle	Math
B-10	Loops	Capable Loop blocks	Coding
B-11	Loops	Interstellar Travel	Coding
B-12	Loops	Delicious Chocolate I	Coding
B-13	Loops	Amusement Park	Coding



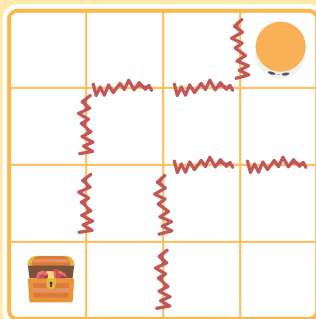
Maze Adventure I

1

Use erasable pens to make mazes like those shown below, and then place “treasures” on the points shown below. (These “treasures” can be stickers or any other small items)



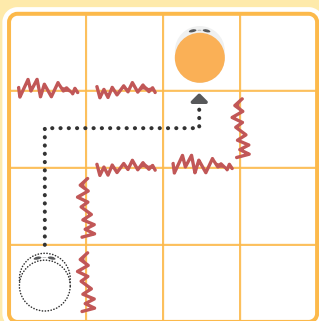
Task 1



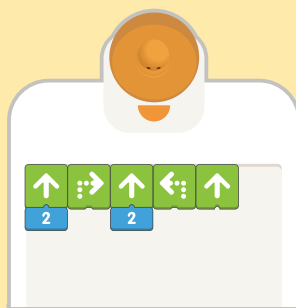
Task 2

2

Use Motion blocks and Number blocks to program MatataBot to find the “treasures” in the maze. (Example shown below)



Task 1



Bonus

Place one more “treasure” on each map above and try to find the two “treasures” by using one program.

B-2

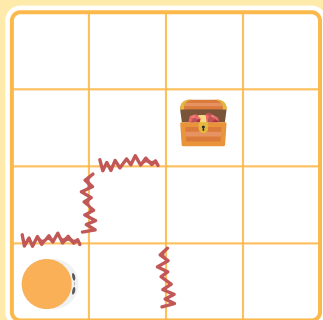
Sequence

Coding

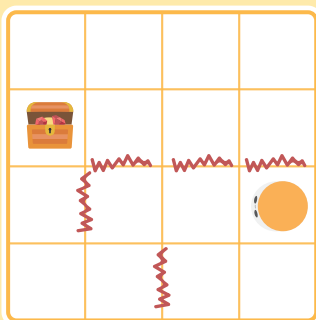


Maze Adventure II

Use erasable pens to make mazes like those shown below, and then place “treasures” on the points shown below. (These “treasures” can be stickers or any other small items)



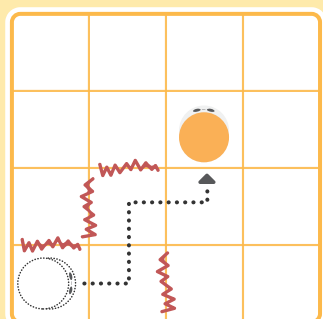
Task 1



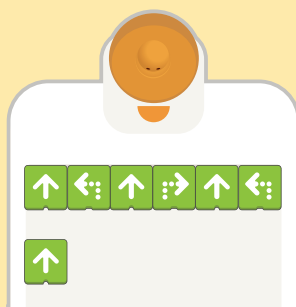
Task 2

2

Use Motion blocks and Number blocks to program MatataBot to find the “treasures” in the maze. (Example shown below)

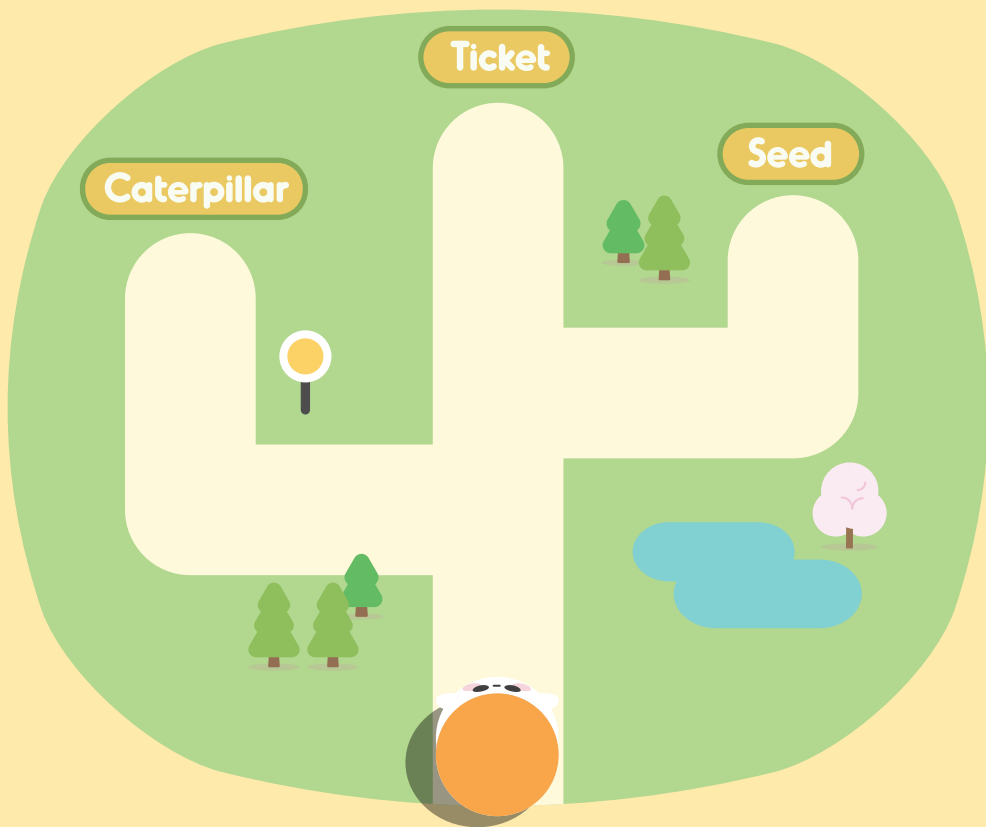


Task 1




Bonus

Place one more “treasure” on each map above and try to find the two “treasures” by using one program.

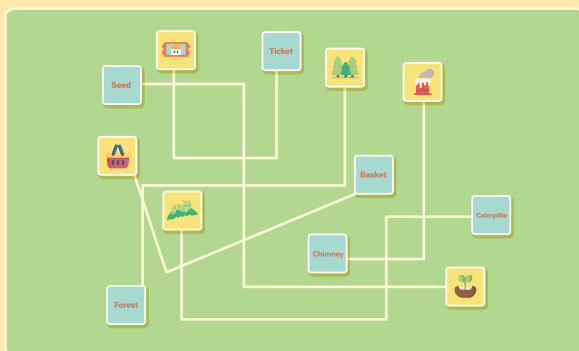


Vocabulary Maze

Prepare a large white paper and make MatataBot draw 6 intersecting lines on the paper or classroom floor. (The line needs to be very long) (Note: =10cm)

2

Place vocabulary cards and their corresponding picture cards on both ends of the same lines.

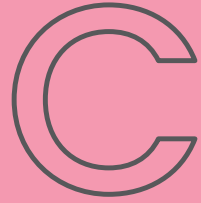


3

Place MatataBot on one of the vocabulary cards as the starting point, then make MatataBot locate its corresponding picture card.

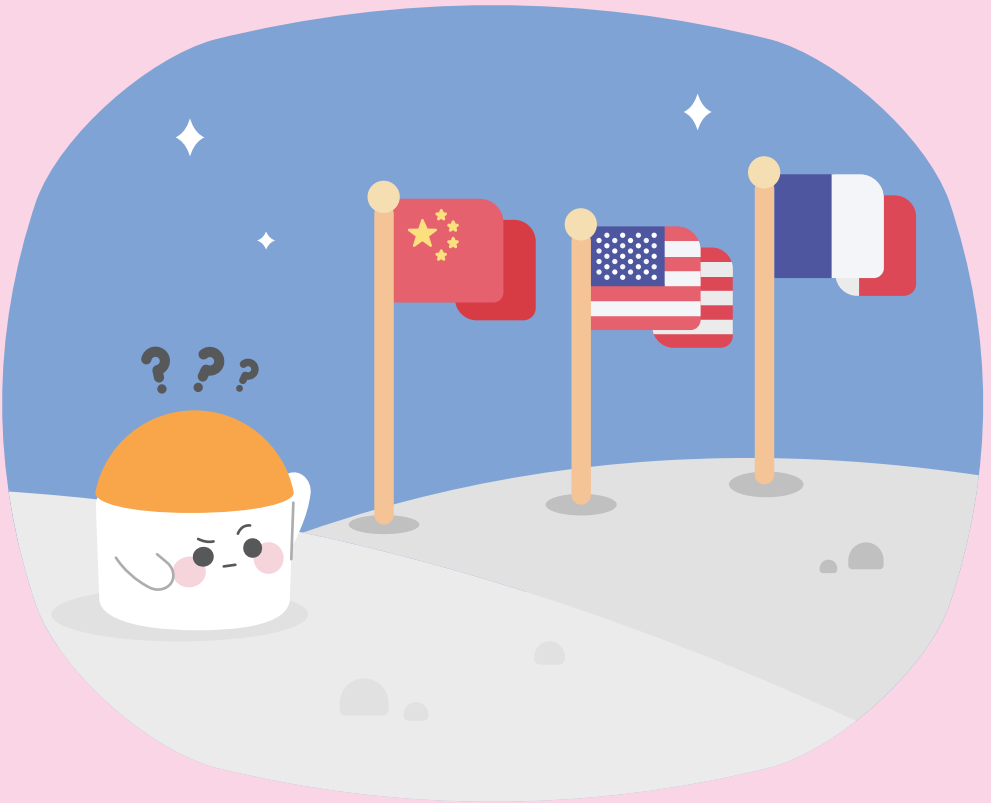


Play music when you reach the corresponding picture card.



Matatalab Coding Set Activity Cards Table of Contents

Level	Concept	Activity Name	Cross-Curricular
C-1	Sequence	Culture Differences	Social Studies
C-2	Sequence	Solar Galaxy	Science
C-3	Sequence	Magnetic Collector	Science
C-4	Sequence	Treasure Hunting I	Coding
C-5	Sequence	Treasure Hunting II	Coding
C-6	Sequence	Addition Game II	Math
C-7	Sequence	Little Boss	Math
C-8	Sequence / Loops	MatataBot Cleaner I	Coding
C-9	Sequence / Loops	MatataBot Cleaner II	Coding
C-10	Functions	Harvest carrots I	Coding
C-11	Functions	Harvest Carrots II	Coding
C-12	Functions	Useful Function Blocks	Coding
C-13	Functions	Matatalab Ball	Coding
C-14	Functions	Grocery Stores Shopping	Coding



Culture Differences

1

Prepare some country flag cards. Prepare and place 9 landmark cards on the map. (9 landmark cards are shown below.)



2

Prepare and place 9 corresponding landmark cards on the map as shown below.



3

Have each student or each group of students pick one starting point and one country flag card, then program MatataBot to find this country's landmark. (Note: Don't touch other cards.) Each time students find the correct landmark, they score one point. Whoever has the most points wins.

 Bonus

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



Solar Systems

1

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

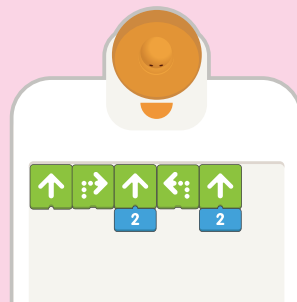
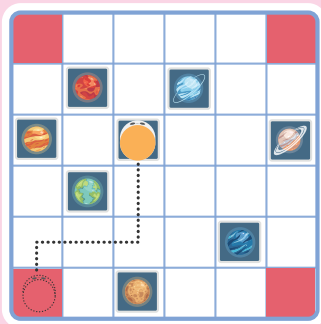


2

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

3

Have students choose one starting point and program MatataBot to find the correct answer card.



C-3

Sequence

Science



Magnetic Collector

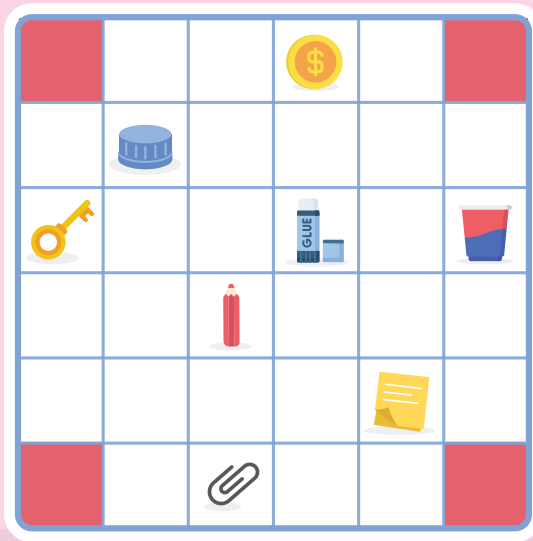
1

Have students tie a magnet to MatataBot using a string (shoelace recommended).



2

Place different items on the 6*6 map as shown below. (Teachers can also place the items randomly)



3

Have students choose one starting point and program MatataBot to collect as many items as possible using one program. Students can also finish the collection in more than one round. After collection, have the students identify what items can be collected by the magnet.