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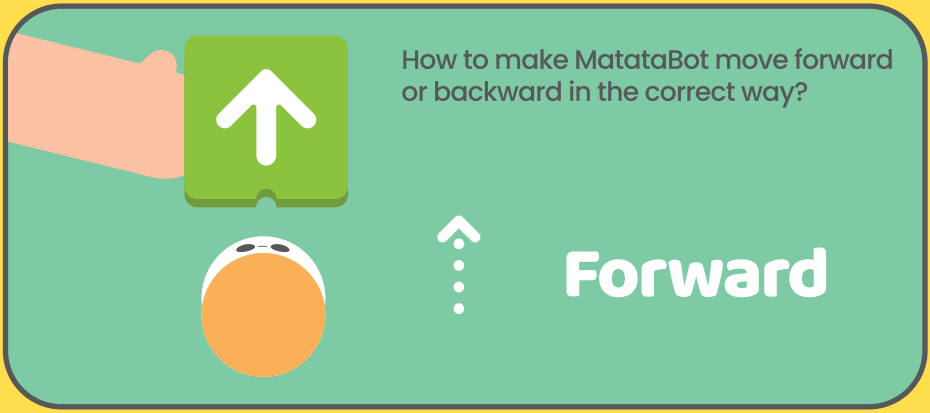
Activity Cards

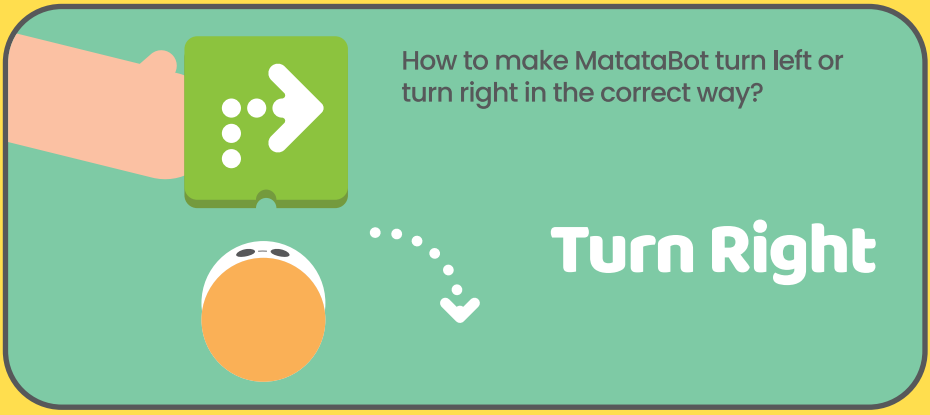
40 CARDS

Enjoy coding together

When placing the square coding blocks,makesure 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.





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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			

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Matatalab Coding Set Activity Cards
Table of Contents

A-1 Sequence

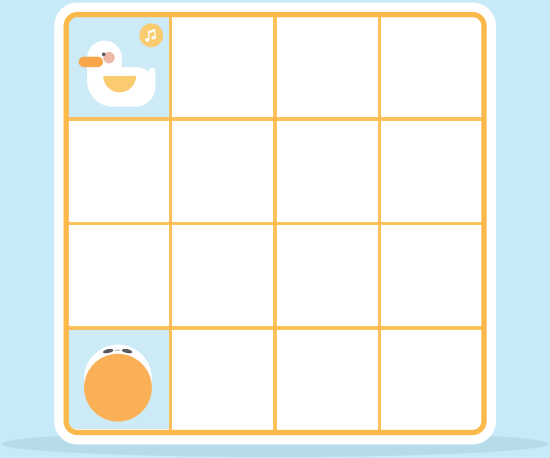
Coding

Nice to meet you

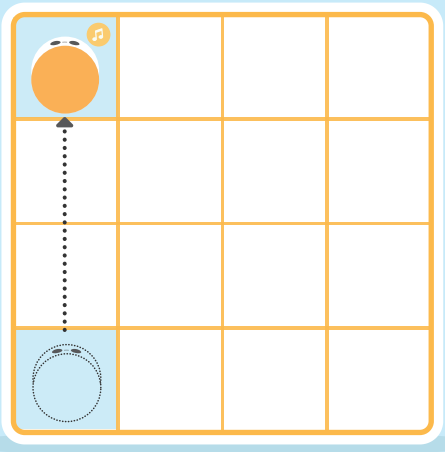
A-1 Sequence

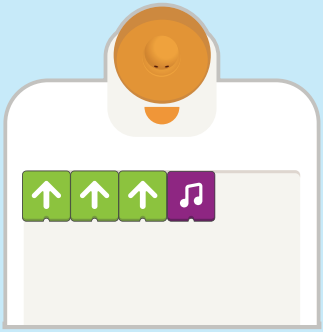
Coding

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



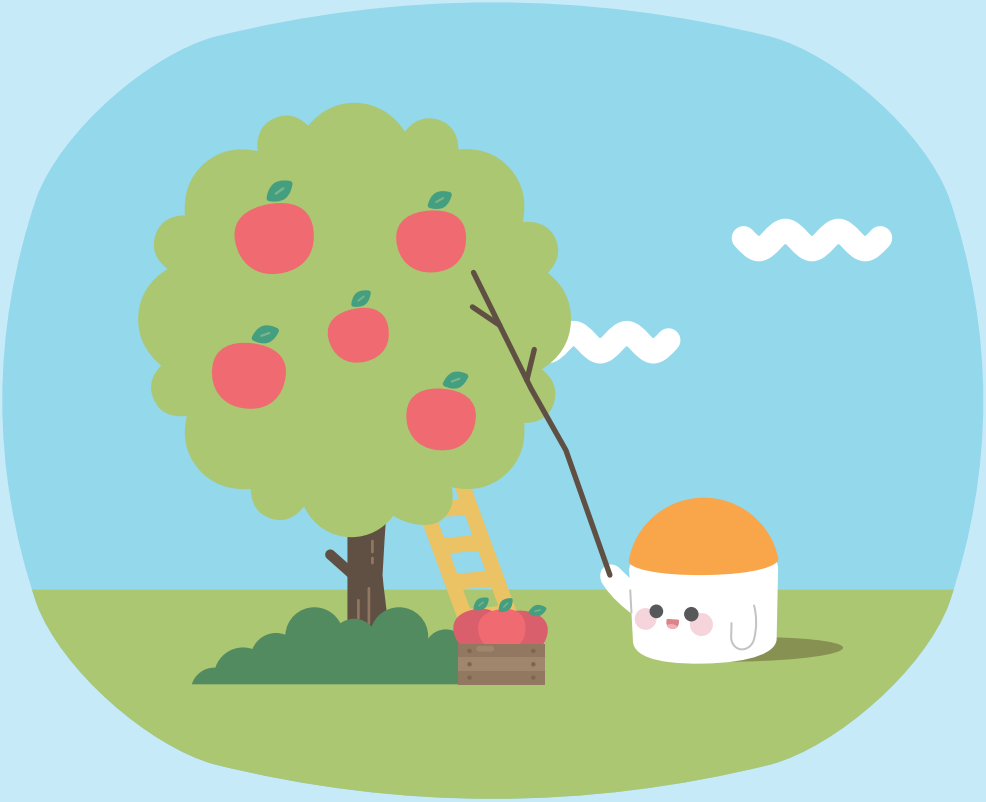
2 Program MatataBot to meet the toy and play music.





A-2 Sequence

Coding

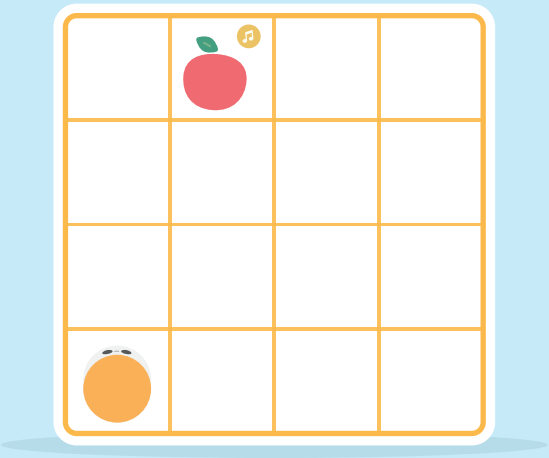


Fruit Picking

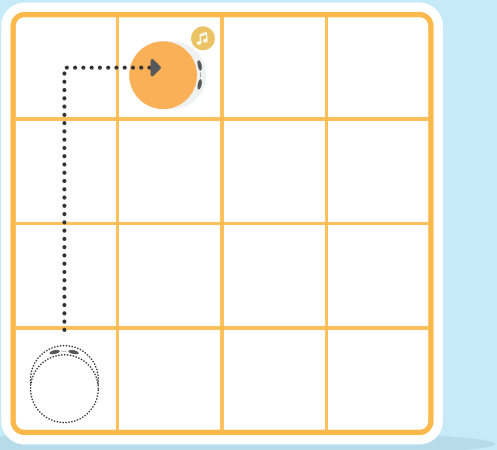
A-2 Sequence

Coding

1 Place MatataBot and a fruit on the map.

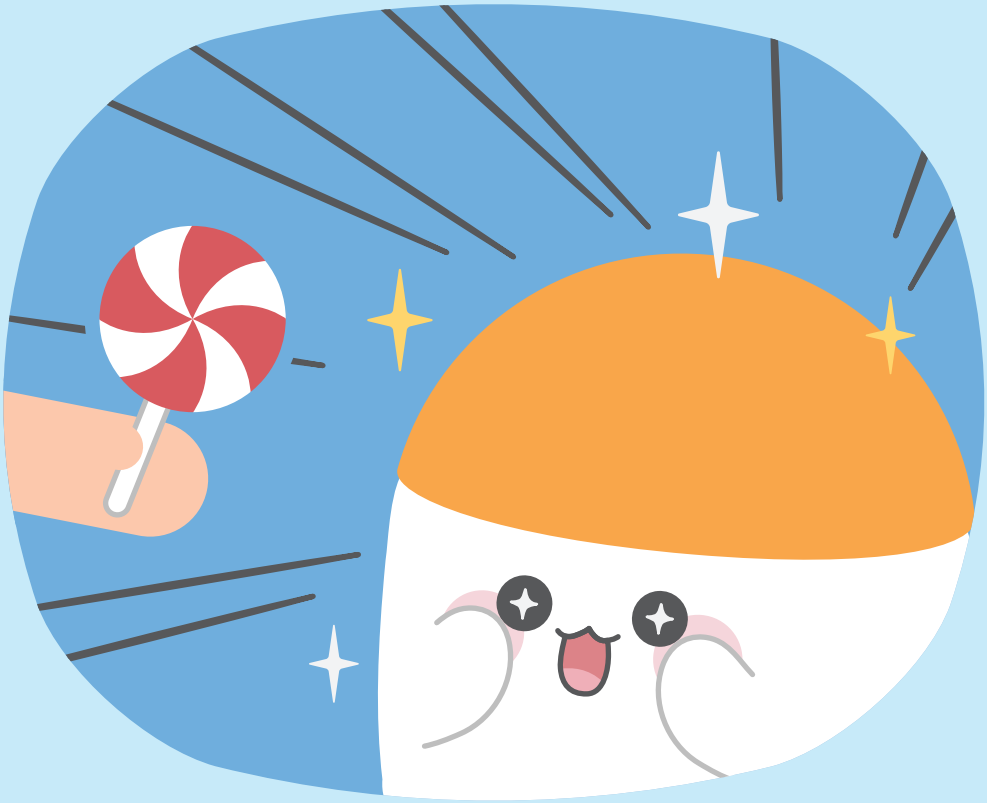


2 Program MatataBot to pick up the fruit and play music to celebrate.



A-3 Sequence

Coding



MatataBot Loves Candy

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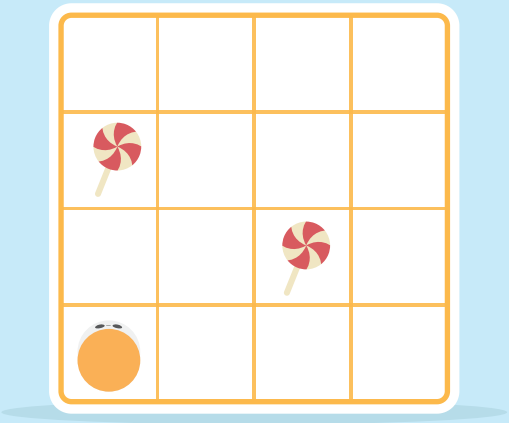
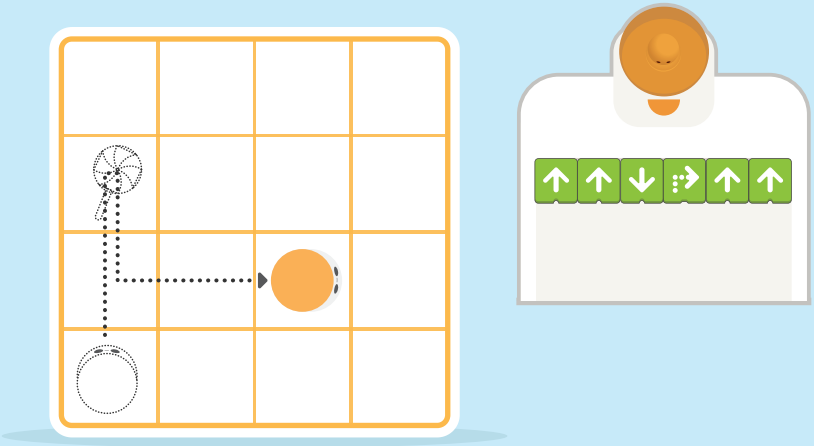
A-3 Sequence

Coding

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.

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B

Matatalab Coding Set Activity Cards
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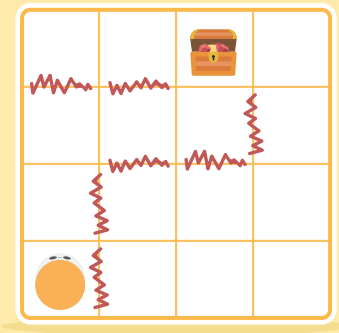
Maze Adventure 1

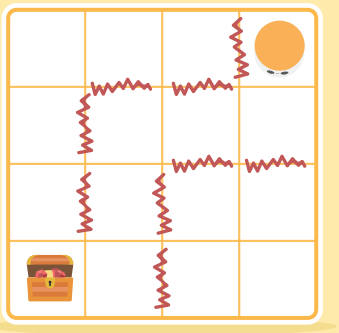
B-1 Sequence

Coding

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)

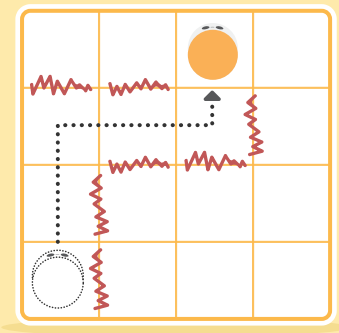


Task 1



Task 2

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



Task 1

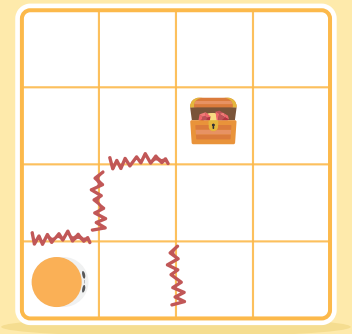
Bonus Place one more “treasure” on each map above and try to find the two “treasures” by using one program.

Maze Adventure II

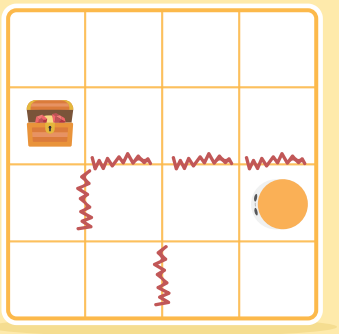
B-2 Sequence

Coding

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)

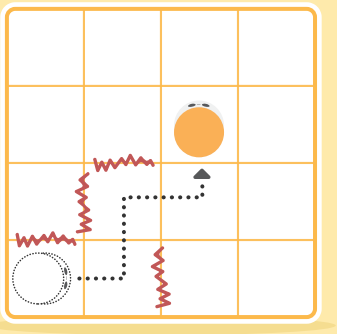


Task 1



Task 2

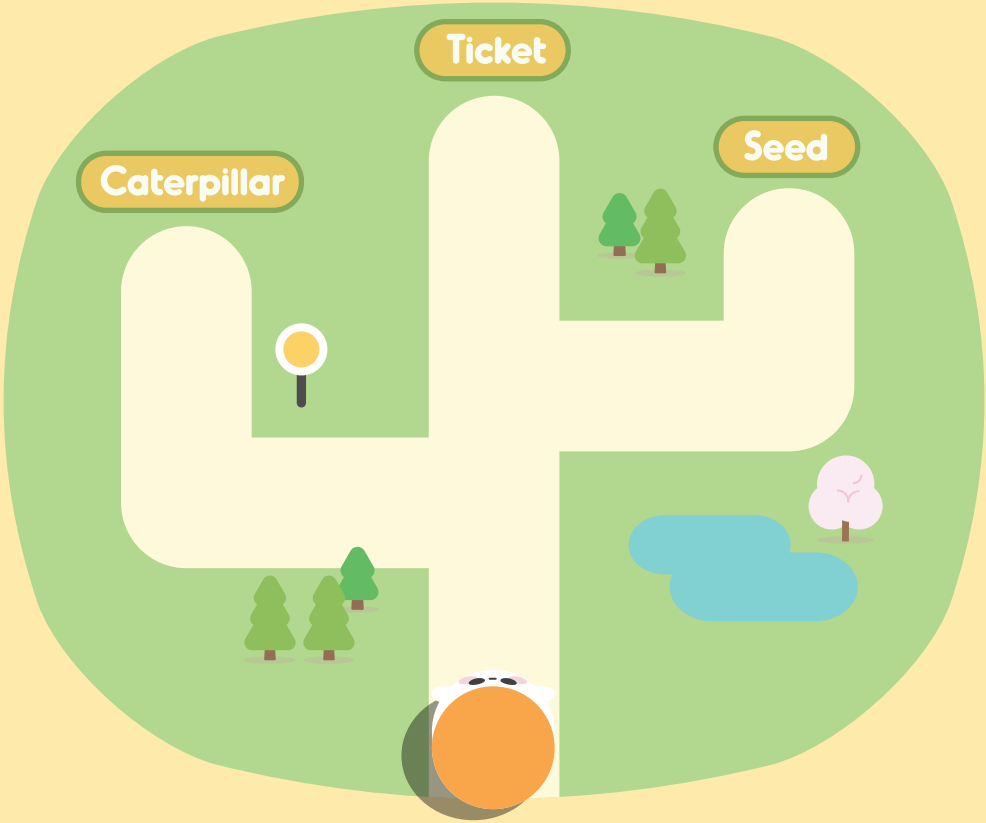
2 Use Motion blocks and Number blocks to program MatataBot to find the “treasures” in the maze. (Example shown below)



Task 1

Bonus

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

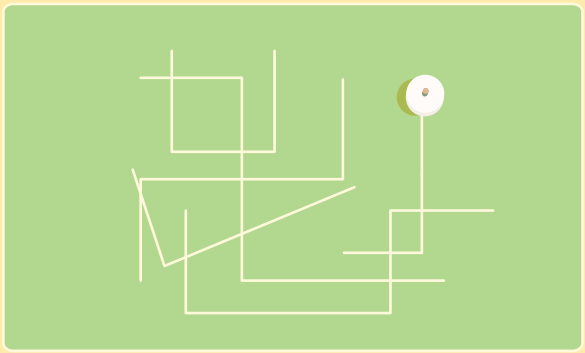


Vocabulary Maze

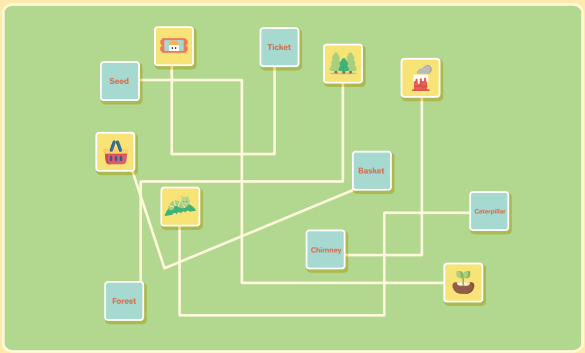
B-3 Sequence

ELA

1. 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.

Bonus

Play music when you reach the corresponding picture card.

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C

Matatalab Coding Set Activity Cards
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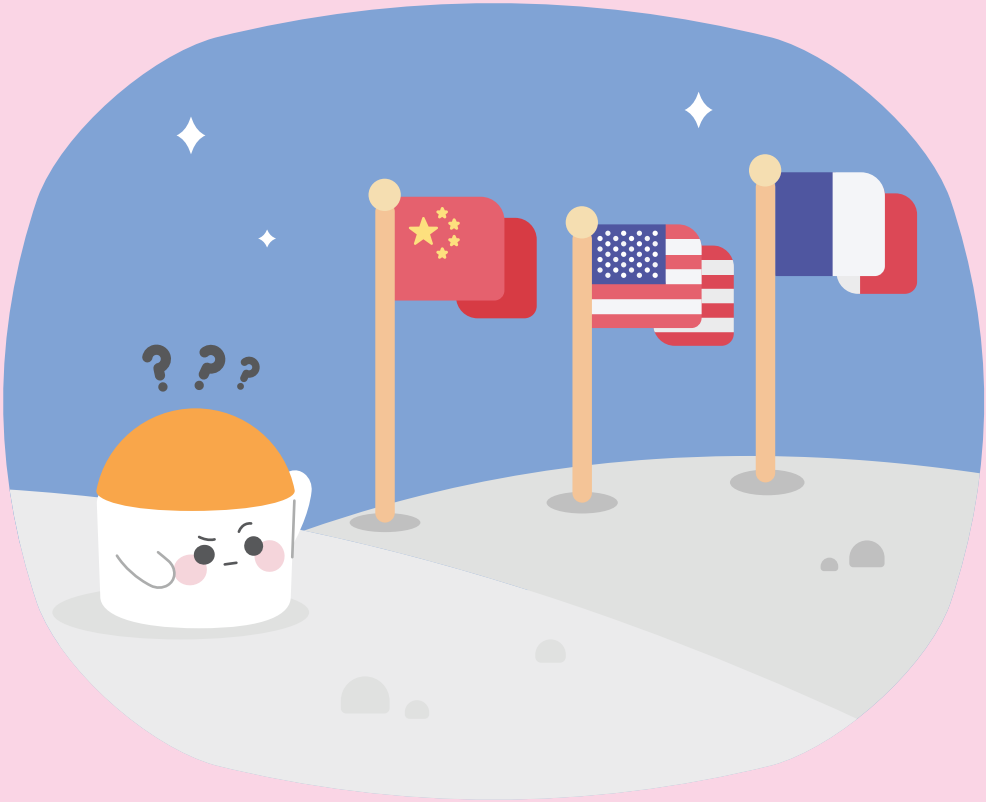
C-1 Sequence

Social Studies



Culture Differences

C-1 Sequence

Social Studies

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

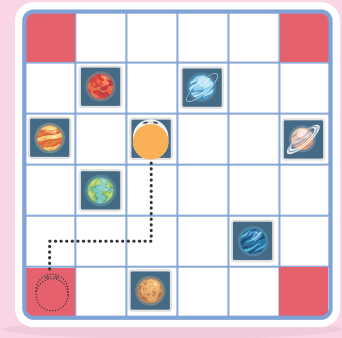
C-2 Sequence

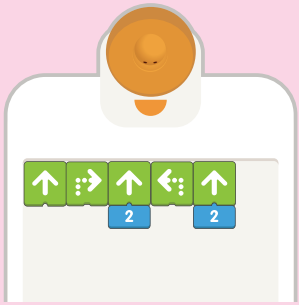
Science

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.





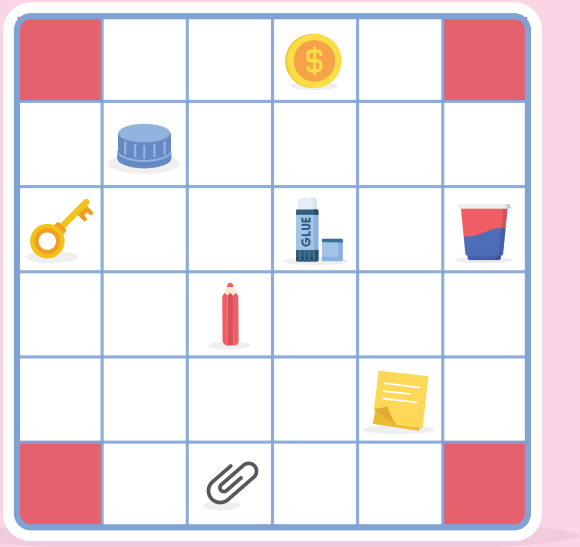
Magnetic Collector

C-3 Sequence

Science

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.