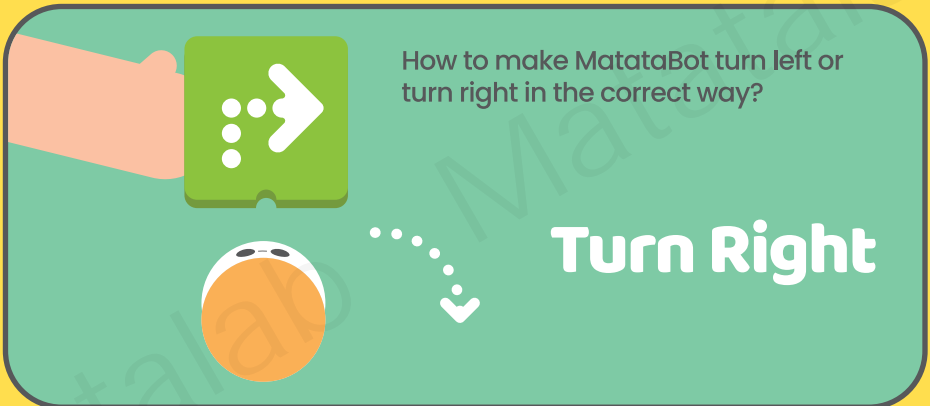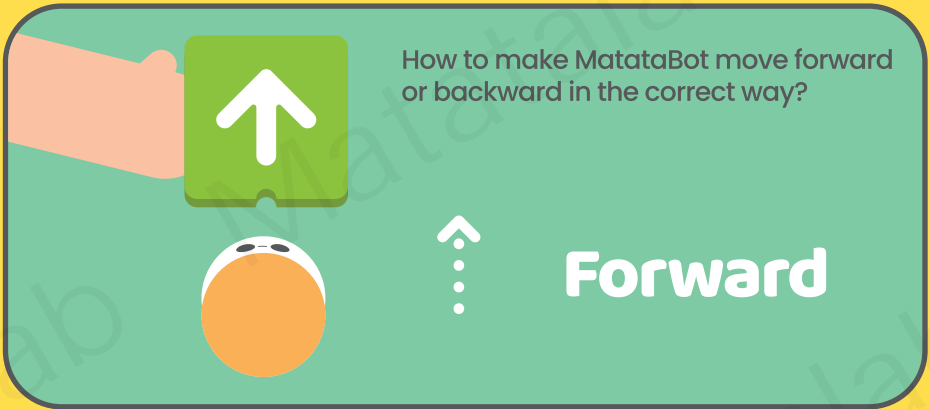# matatalab EDU

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.

Notch

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.

How to make MatataBot move forward or backward in the correct way?

Forward

How to make MatataBot turn left or turn right in the correct way?

Turn Right

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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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A

Matatalab Coding Set Activity Cards
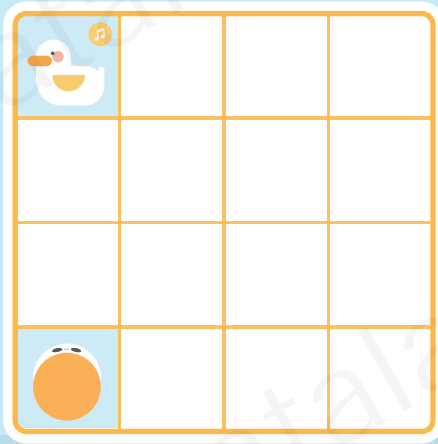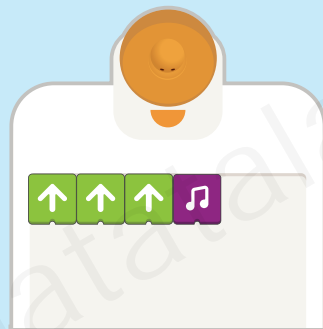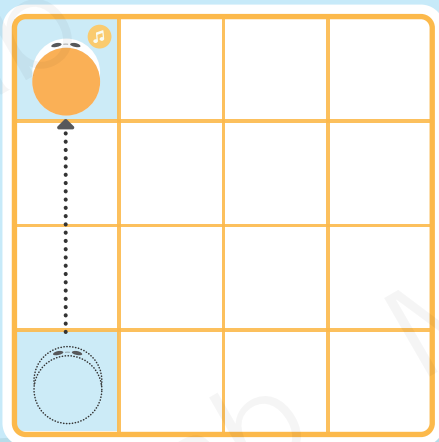## Table of Contents

Nice to meet you

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

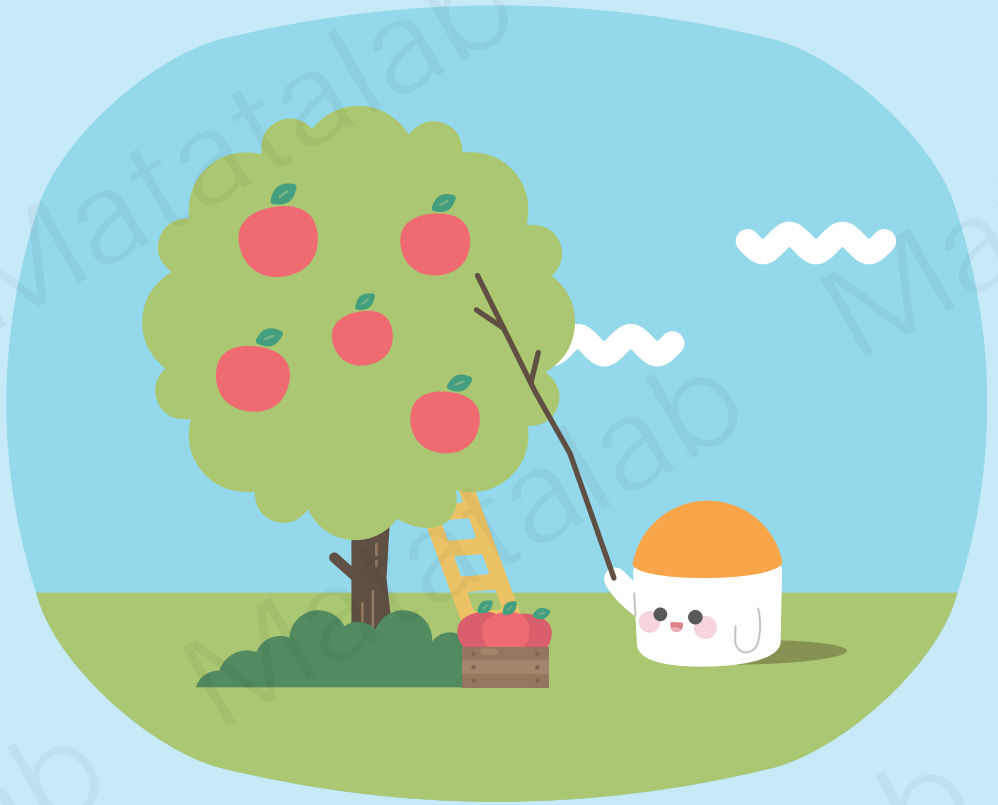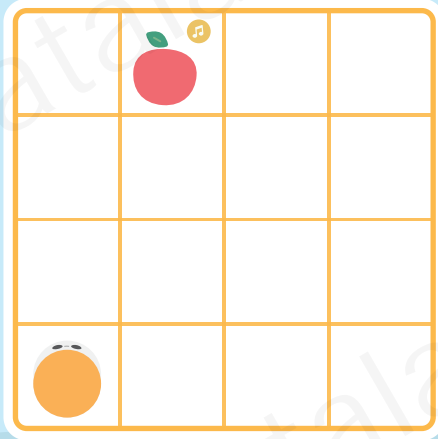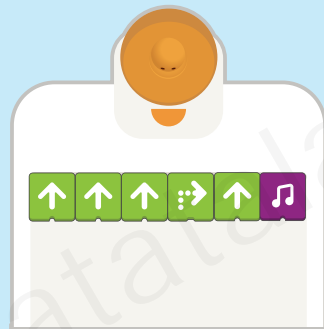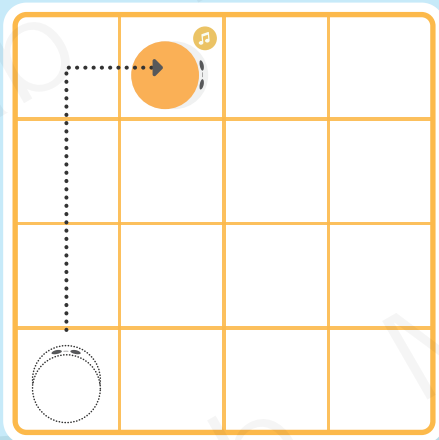**2** Program MatataBot to meet the toy and play music.

Fruit Picking

1 Place MatataBot and a fruit on the map.

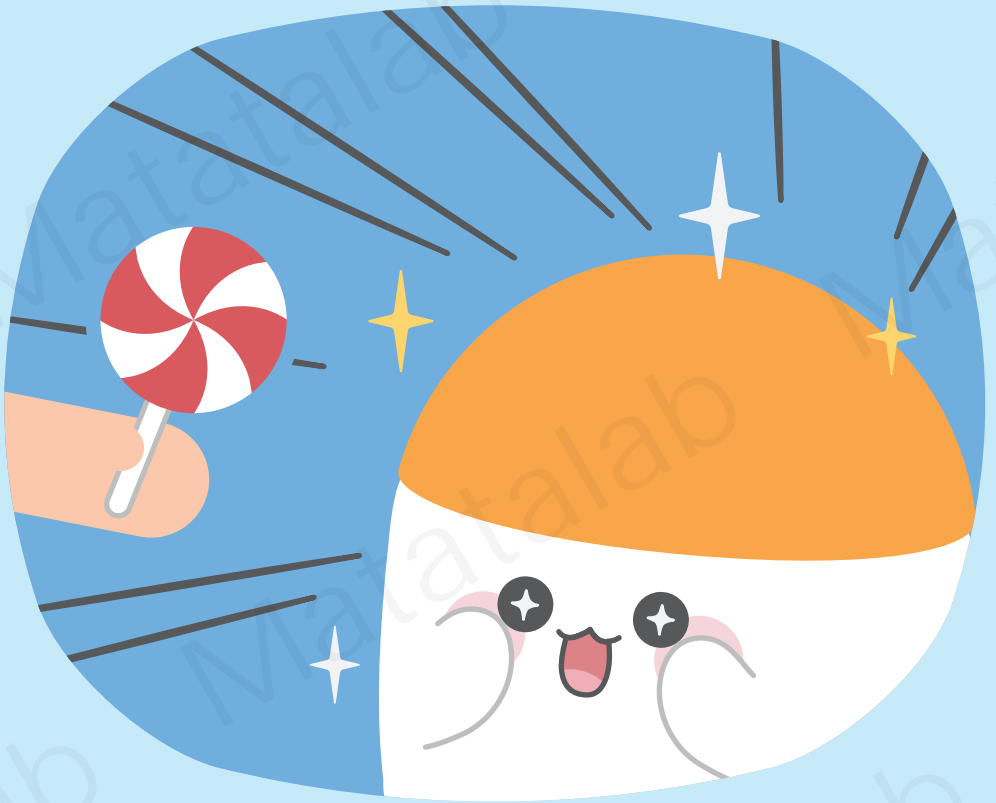**2** Program MatataBot to pick up the fruit and play music to celebrate.
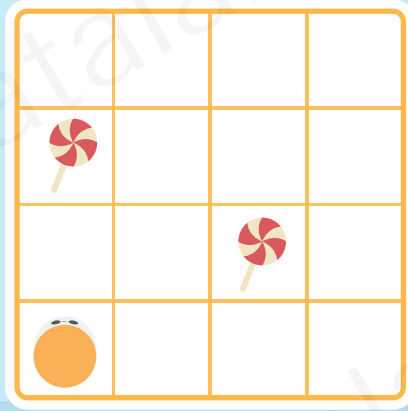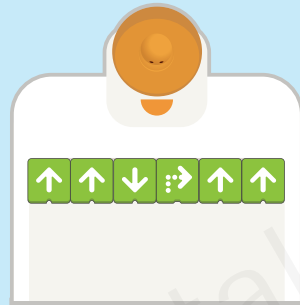
MatataBot Loves Candy

Sequence

Coding

1 Place MatataBot and 2 candies on the map.

2 Program MatataBot to pick up all of the candies with one program.
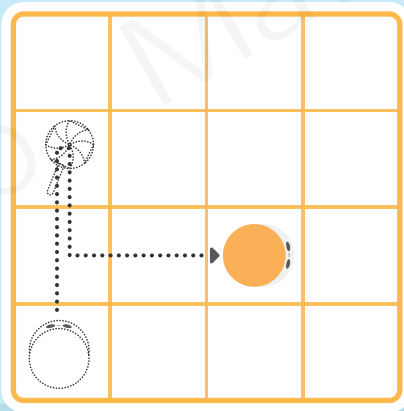
Bonus Place 3 or more candies and program MatataBot to pick up them with one program.
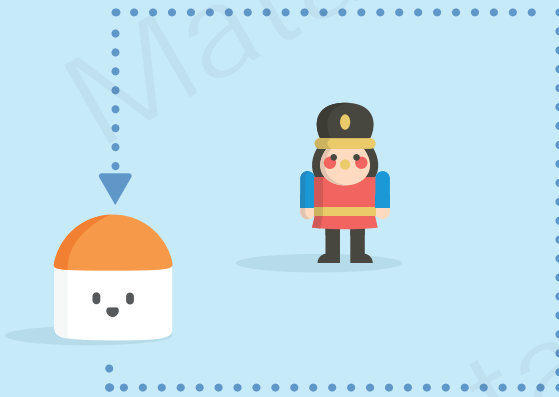
MatataBot Guard

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 than one toy with one program.

Cat

MatataBot
Learns Vocabulary

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

	Bird	Cat	
		Book	
	Pen		Car
🟠			Baseball
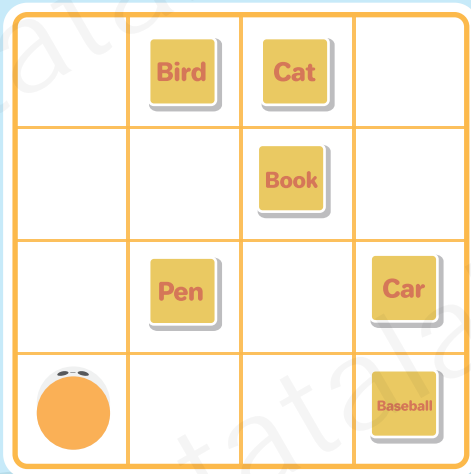
2 Select a picture and program MatataBot to find the correct vocabulary card on the map.

3 If the correct vocabulary card is found, remove it and continue the activity. If not, reprogram it.

Bonus Prepare other vocabulary cards.

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B

Matatalab Coding Set Activity Cards
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| 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 1

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)
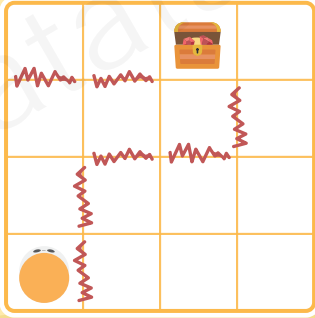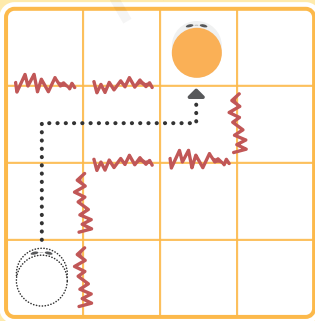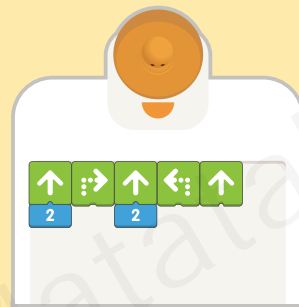
Task 1
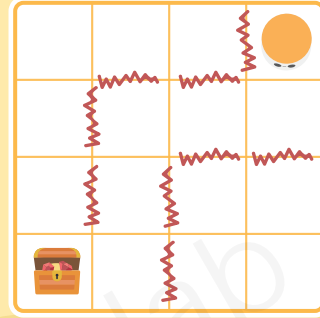
Task 2

2 Use Motion blocks and Number blocks to program MataataBot to find the "treasures" in the maze. (Example shown below)

Task 1

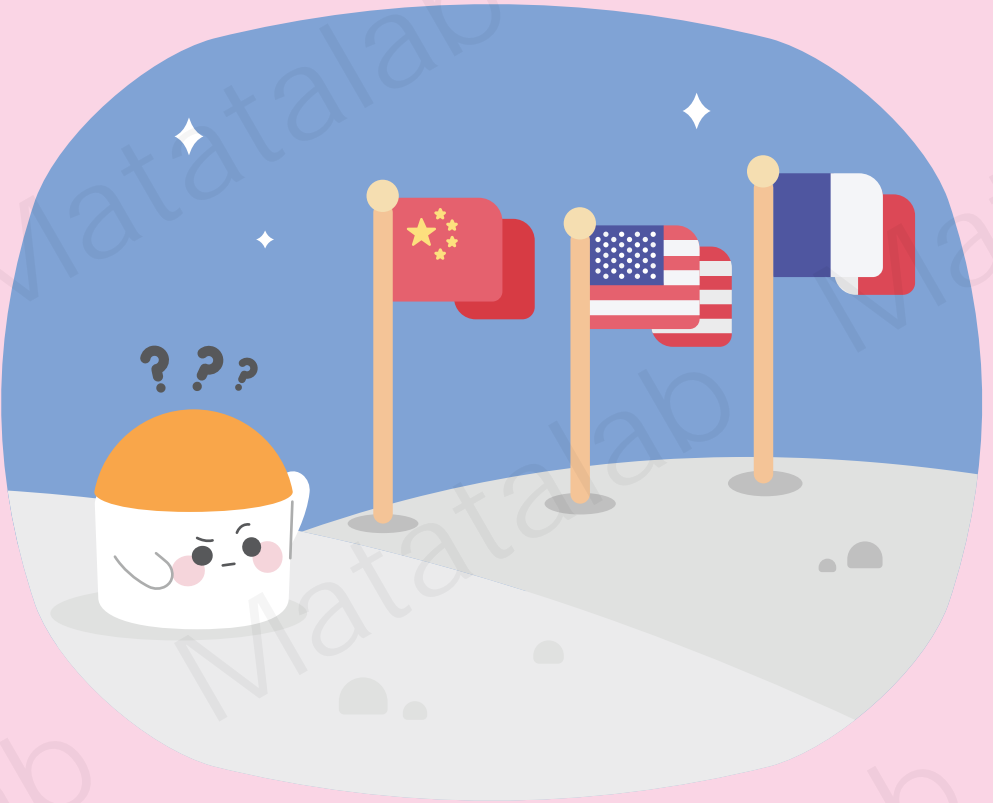**Bonus** Place one more "treasure" on each map above and try to find the two "treasures" by using one program.

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C

Matatalab Coding Set Activity Cards
Table of Contents

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.