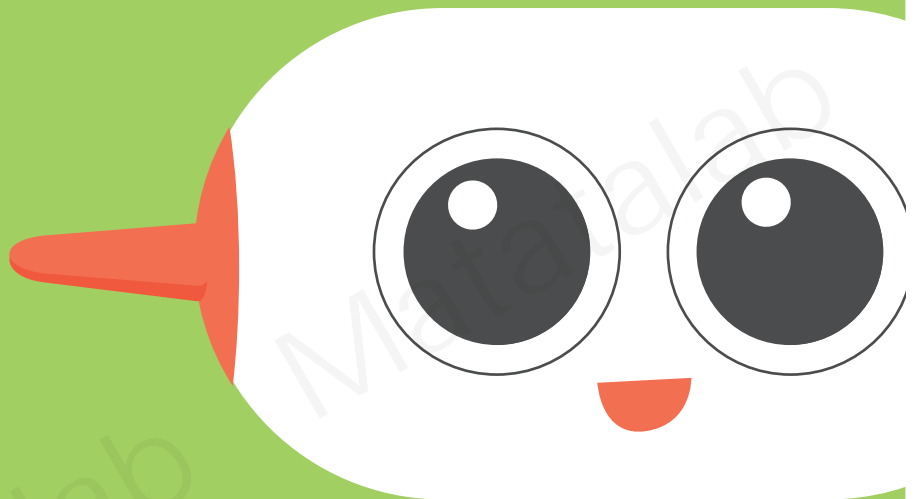


matatalab **EDU**

Activity Cards

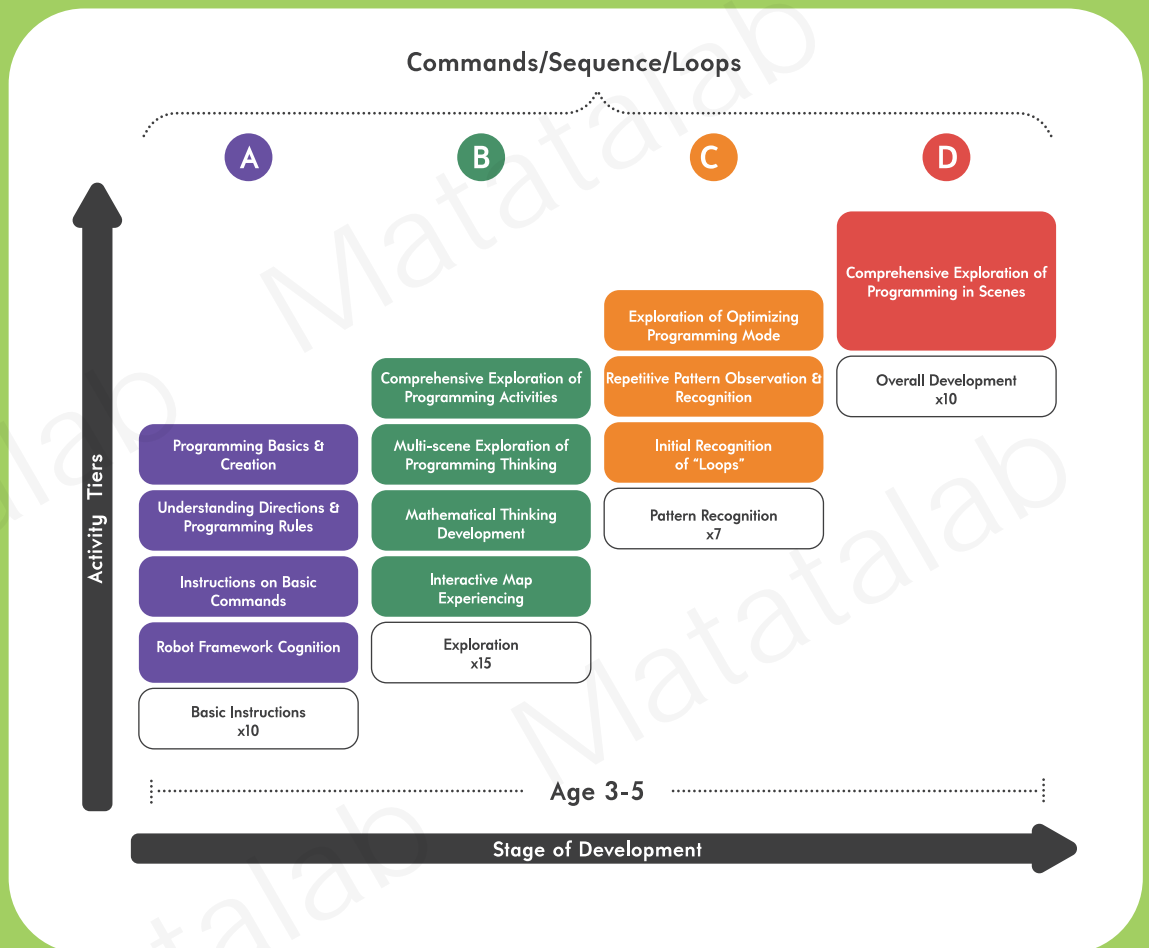
for
Tale-Bot Pro

42
CARDS



Scope & Sequence

Start at Part A for all beginners no matter how old the students are. Pacing can be adjusted to how quickly your class move through the content.



Basic Instructions

A

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
A-1	Commands	Hello, Tale-Bot!	Coding	1	3
A-2	Commands	Forward, Forward!	Coding	1	3
A-3	Commands	How Many "Forwards"?	Math	1	3
A-4	Commands	Tale-Bot Classroom I	Coding	1	3
A-5	Commands	Nice to Meet You!	Social Emotional	1	3
A-6	Commands	Tale-Bot Loves Dancing	Coding	1	3
A-7	Commands	Turn Left or Turn Right?	Coding	1	3
A-8	Commands	Tale-Bot Classroom II	Coding	1	3
A-9	Commands	Fruit Picking	Coding	1	3
A-10	Commands	Tale-Bot Guard I	Coding	1	Challenge

Cross-Curricular

Coding CS

Class Hours

1

Vocabulary

Tale-Bot Robot

Command(s)

Forward

Backward

Turn Left

Turn Right

Hello!
I'm Tale-Bot!



Hello, Tale-Bot!

3+

1

Study the Tale-Bot, and identify the command buttons on Tale-Bot.

The coding command indicators will help the kids to recognize what they are pressing!

 Forward button

 Backward button

 Right Turn button

 Left Turn button



 Play button



 Random Dance button

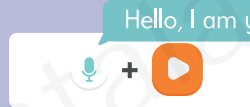
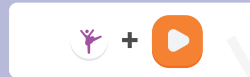
 Repeat button

 Record button

 Clear button

2

Explore how to use all the buttons. Above all, learn to use the Play button  and the Clear button  (Click the Clear button to clear one command at a time, while press and hold the Clear button to clear all commands).



3

Select a number from 1-10, and give instructions to Tale-Bot. The number of instructions should match the chosen number.



4

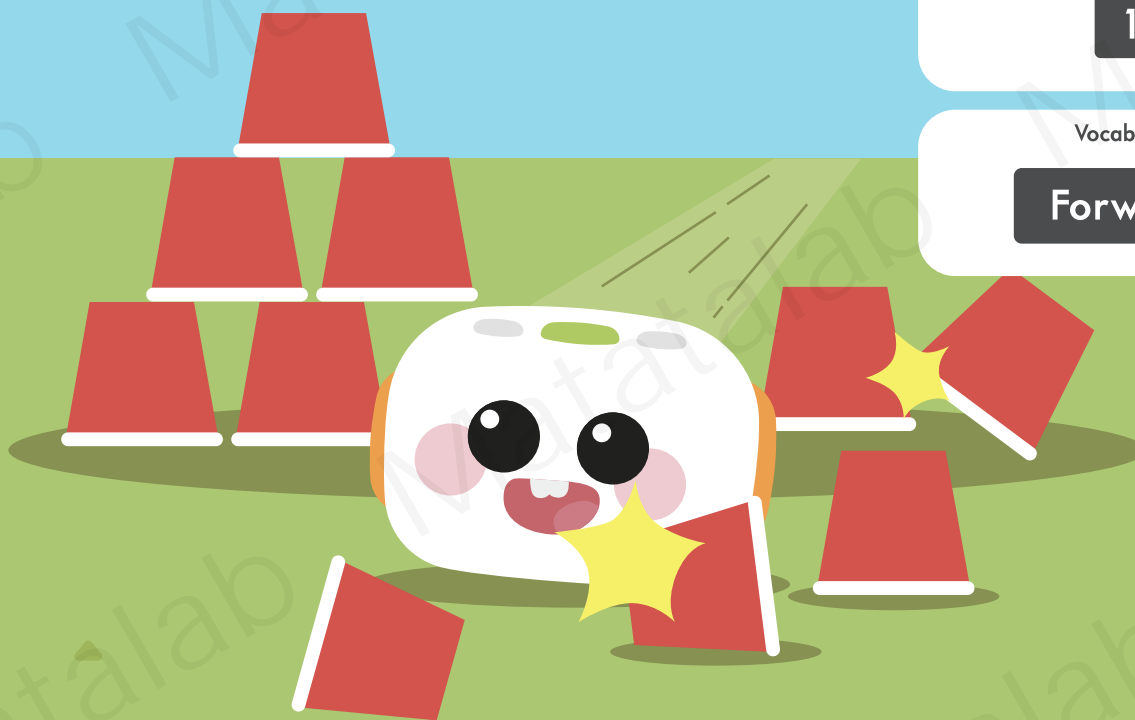
Observe the colors of the coding indicators, and then press "Play button" to check how Tale-Bot works.



Bonus



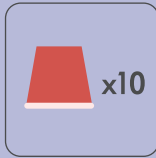
Command(s) is an instruction given to a computer or robot. The teacher can lead students to talk about what is the relationship between commands and the robots.



Forward! Forward!

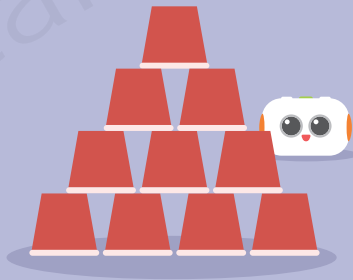
3+

Materials



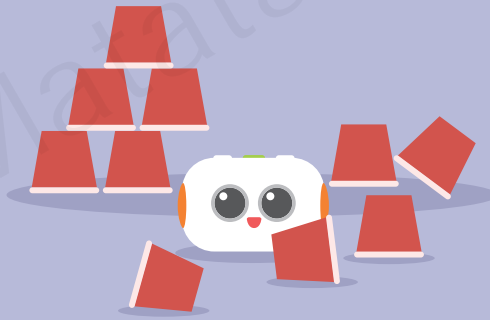
1

Use paper cups to build a tower as shown below.



2

Program Tale-Bot to reach the cup tower and knock down as many cups as possible.



Bonus



Students can also alter Tale-Bot to increase the possibility of knocking the tower down.



Cross-Curricular

Coding CS

Class Hours

1

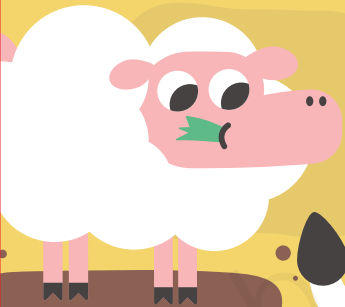
Vocabulary

Forward

Starting Point

Destination

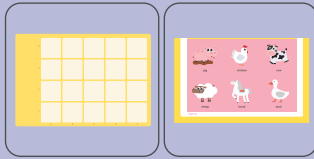
Map



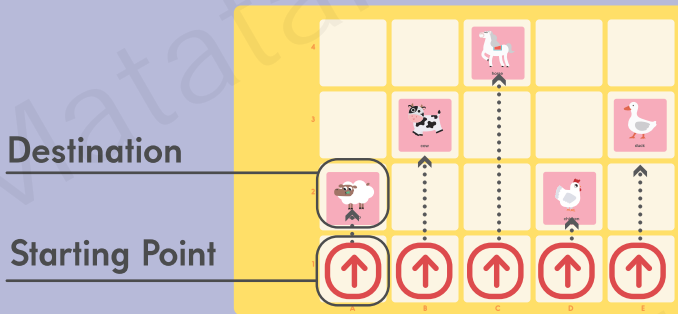
How Many "Forward"s?

3+

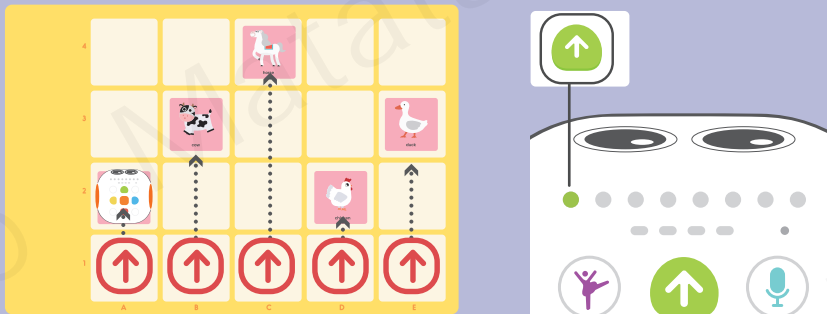
Materials






















- 1 Draw the starting point at the bottom line of the grid, and place the farm animal stickers on the map as shown below.



- 2 Place Tale-Bot on any starting point (A1, B1, C1, D1 or E1), and program Tale-Bot to reach the animal in front of that starting point. (An example is shown below.)



- 3 Use command cards to record the commands, and count how many forward commands (green lights in the coding indicators) are being used in each program.

Destination	Commands	Coding indicators	Number
			1
	 		2
	  		3
			1
	 		2

Exploration

B

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
B-1	Sequence	My Five Senses	Science	1	3
B-2	Sequence	Counting Game	Math	1	3
B-3	Sequence	Shape Monster	Math	2	3
B-4	Sequence	Fruits & Veggies Challenge	Science	2	3
B-5	Sequence	Frog Life Cycle	Science	2	3
B-6	Sequence	Sunflower Life Cycle	Science	2	3
B-7	Sequence	Tale-Bot's Music Park I	Art	1	3
B-8	Sequence	Tale-Bot's Music Park II	Art	1	3
B-9	Sequence	Trouble Traps	Coding	1	4
B-10	Sequence	Solar System	Science	2	4
B-11	Sequence	Magnetic Collector	Science	2	4
B-12	Sequence	Community Helpers	Social Studies	2	4
B-13	Sequence	Slowest to Fastest	Math	2	4
B-14	Sequence	Tale-Bot is an Artist I	Art	2	4
B-15	Sequence	Tale-Bot is an Artist II	Art	2	Challenge

B-1

Cross-Curricular

Science

Class Hours

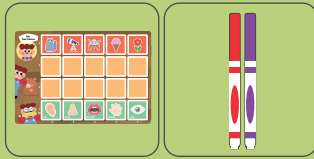
1



My Five Senses

3+

Materials



1 Study the 5 senses.

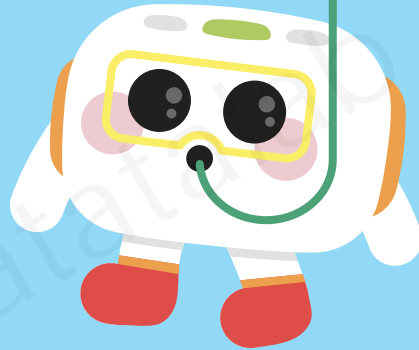


2 Observe the "My Five Senses" map. Plan different routes for the same programming task and use different erasable colored pens to draw the routes on the map.



3 Program Tale-Bot to play the "My Five Senses" matching game according to the routes.





Frog Life Cycle

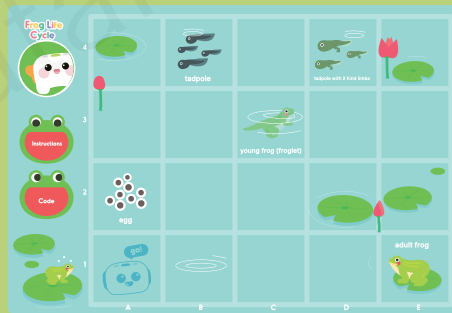
3+

Materials



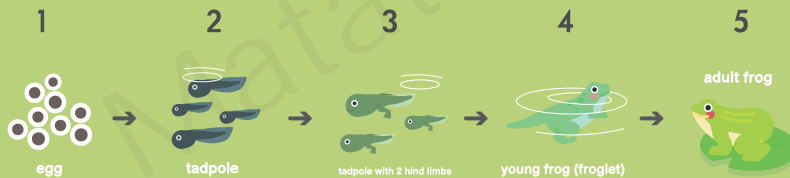
1

Observe the "Frog Life Cycle" map, and learn to use the interactive map.



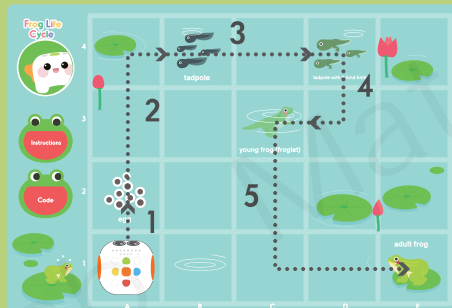
2

Enter the "Instructions" mode, and learn about the life cycle of frogs.



3

Enter the "Code" mode and program Tale-Bot to reach all 5 stages in the order order of the frog life cycle. (eggs→tadpole→tadpole with 2 hind limbs→froglet→adult frog)



B-7

Cross-Curricular

Music

Class Hours

2



Tale-Bot's Music Park I

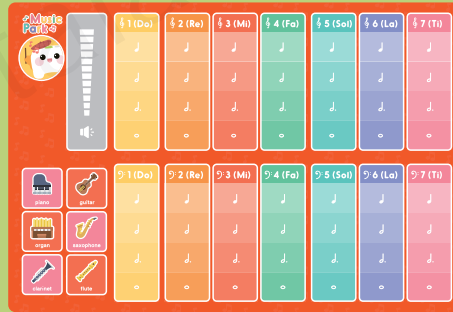
3+

Materials



1

Observe the “Music Park” map, and explore this interactive map.



2

Sing the song “Are You Sleeping” together, and then learn the music note card.

Are you sleeping?

1=D 1 2 3 1 1 2 3 1
Are you sleep-ing, are you sleep-ing

3 4 5 - 3 4 5 -
Broth - er John, Broth - er John,

5 6 5 4 3 1 5 6 5 4 3 1
Morn-ing bells are ring- ing, morn-ing bells are ring- ing,

1 5 1 - 1 5 1 -
Ding, dong, ding, ding, dong, ding,

3

Select one instrument on the map, and play this music according to the music note card. (A sample is shown below.)



B-11

Cross-Curricular

Coding **CS**

Class Hours

1



Trouble Traps

4+

Materials



- 1 Place Tale-Bot, the trap stickers, and "treasures" on the map as shown below. (These "treasures" can be stickers or any other small items.)

1.



2.



- 2 Program Tale-Bot to avoid traps and find the "treasures". (An example is shown below.)



Bonus



Teachers can prepare more challenges for students to complete.



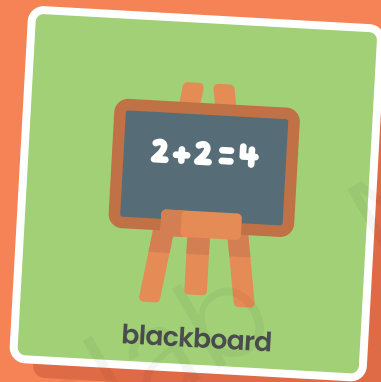
B-12

Cross-Curricular

Social Studies

Class Hours

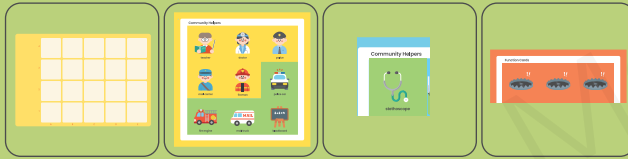
2



4+

Community Helpers

Materials



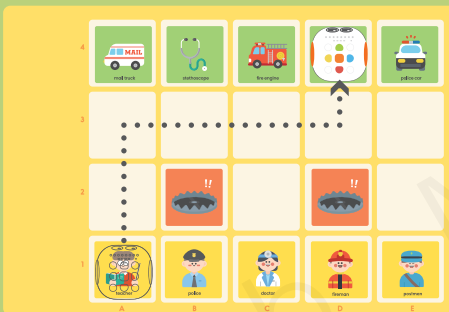
- 1 Recognize the common community helpers, and then find the corresponding community helper stickers.



- 2 Place the community helper stickers and the trap stickers on the map as shown below.



- 3 Select a community helper on the map, and program Tale-Bot to walk from the helper to his/her specific tool while avoiding the trap stickers. (An example shown below.)



Cross-Curricular

Artist

Class Hours

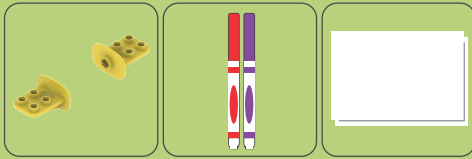
2



Tale-Bot is an Artist I

4+

Materials



1

Observe Tale-Bot's multi-functional bracket, and explore how to use it to draw shapes.



2

Use the following programs to draw beautiful shapes.

Draw the shapes with a single pen



Draw the shape with two pens



3

Have students color in the shapes in groups, add more details to the shapes and together create art works of their own.



Pattern Recognition

C

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
C-1	Loops	Find the Patterns	Math	1	4
C-2	Loops	Tireless Dancer	Math	1	4
C-3	Loops	Capable Repeat Button	Math	1	4
C-4	Loops	Hardworking Bees	Math	1	4
C-5	Loops	Tale-Bot Guard II	Math	1	4
C-6	Loops	Carrot Picking	Math	1	4
C-7	Loops	Pumpkin Picking	Math	1	Challenge

Overall Development

D

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
D-1	Sequence	My Town	Social Studies	2	3
D-2	Sequence	Visit the Zoo	ELA	2	3
D-3	Sequence	The Little Messenger	Social Studies	1	3
D-4	Sequence	Old McDonald's Farm I	ELA	1	3
D-5	Sequence	Grocery Store	ELA	2	3
D-6	Sequence (Loops)	Patrol Car	ELA, Social Studies	2	3
D-7	Sequence (Loops)	Old McDonald's Farm II	ELA	2	4
D-8	Sequence (Loops)	Saving the Princess	ELA	2	4
D-9	Sequence (Loops)	Treasure Hunting	ELA	2	4
D-10	Sequence (Loops)	My Favorite Story Book	ELA	2	Challenge