matata studio

3+
STEAM

Activity Cards

for Tale-Bot Pro

42
Activities

matata studio

A-1

Cross-Curricular

Coding | CS

Class Hours

1

Vocabulary

Tale-Bot | Robot

Command(s)

Forward

Backward

Turn Left

Turn Right

Hello, Tale-Bot!

3+

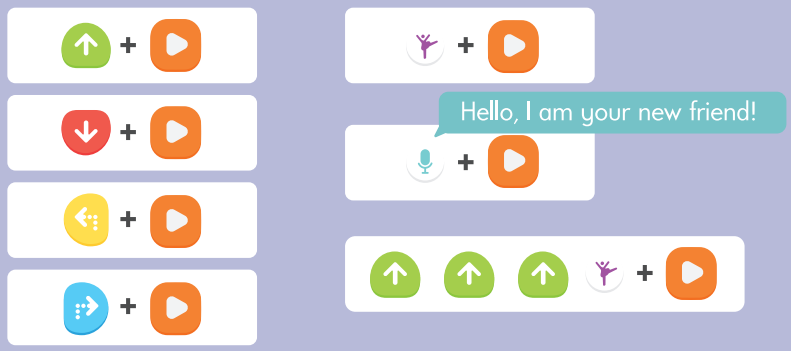
1 Study the Tale-Bot, and identify the command buttons on Tale-Bot.

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

- Forward button
- Backward button
- Right Turn button
- Left Turn button

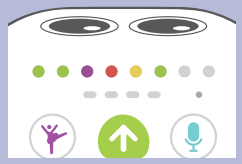
- Play button
- Random Dance button
- Repeat button
- Record button
- Clear button

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.

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A-2

Cross-Curricular

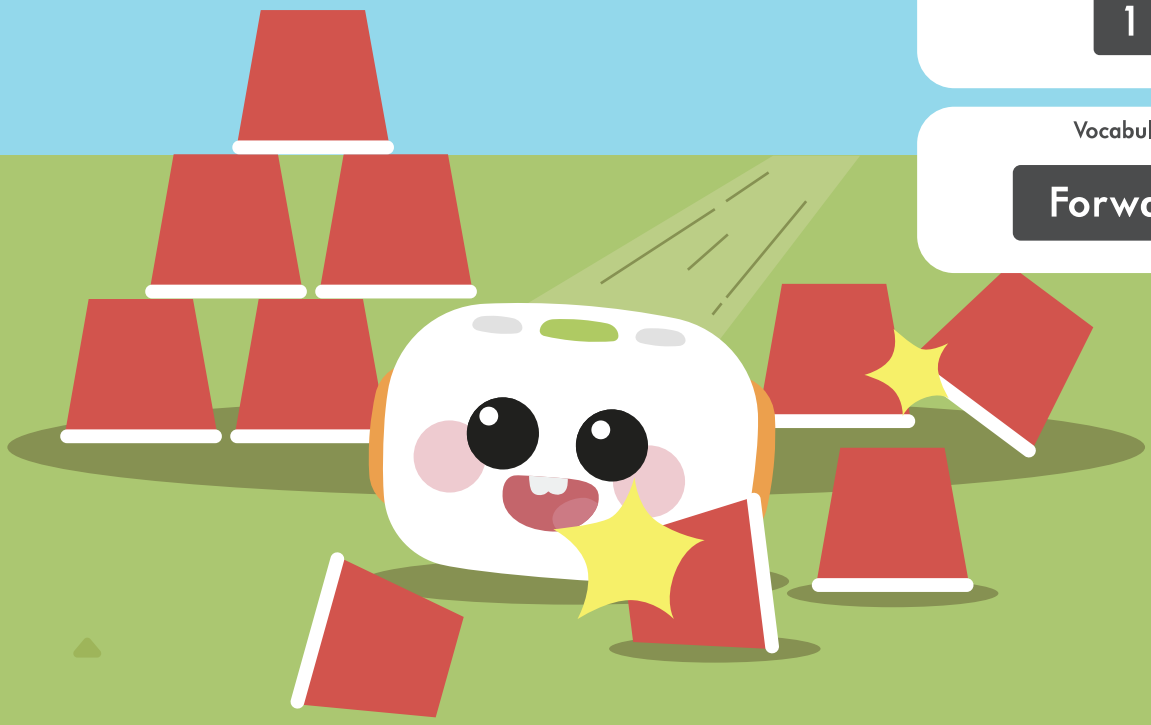
Coding CS

Class Hours

1

Vocabulary

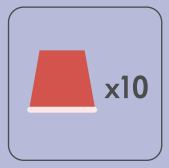
Forward



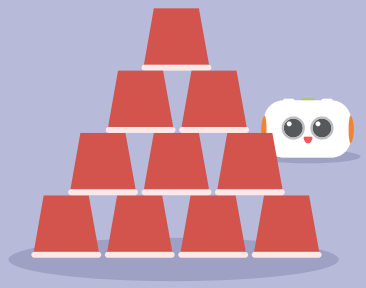
Forward! Forward!

3+

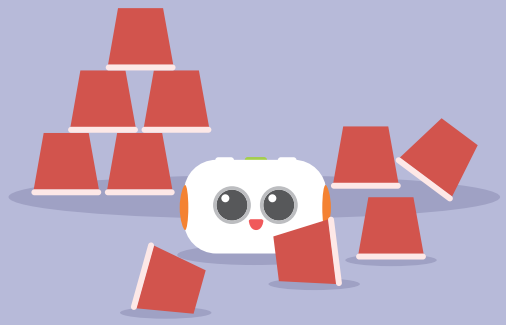
Materials



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.

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A-3

Cross-Curricular

Coding CS

Class Hours

1

Vocabulary

Forward

Starting Point

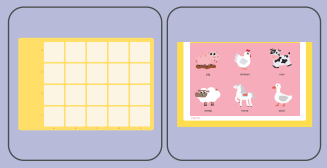
Destination

Map

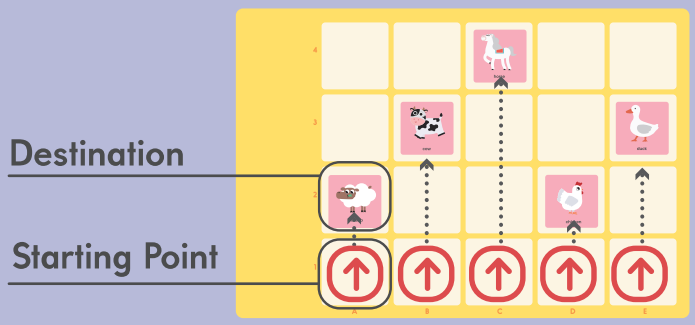
How Many "Forward"s?

3+

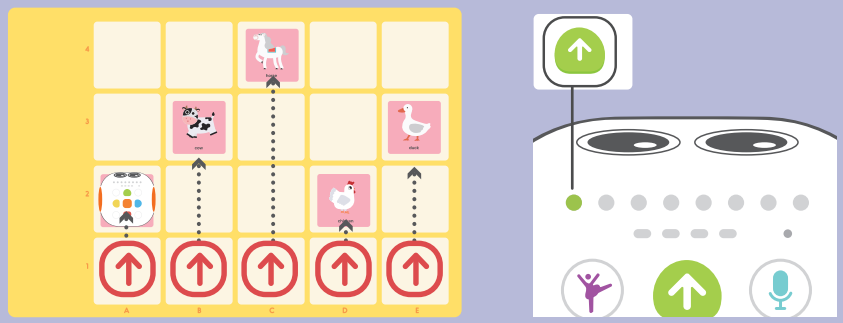
Materials



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 may forward commands (green lights in the coding indicators) are being used in each program.

Destintion	Commands	Coding indicators	Number
			1
			2
			3
			1
			2

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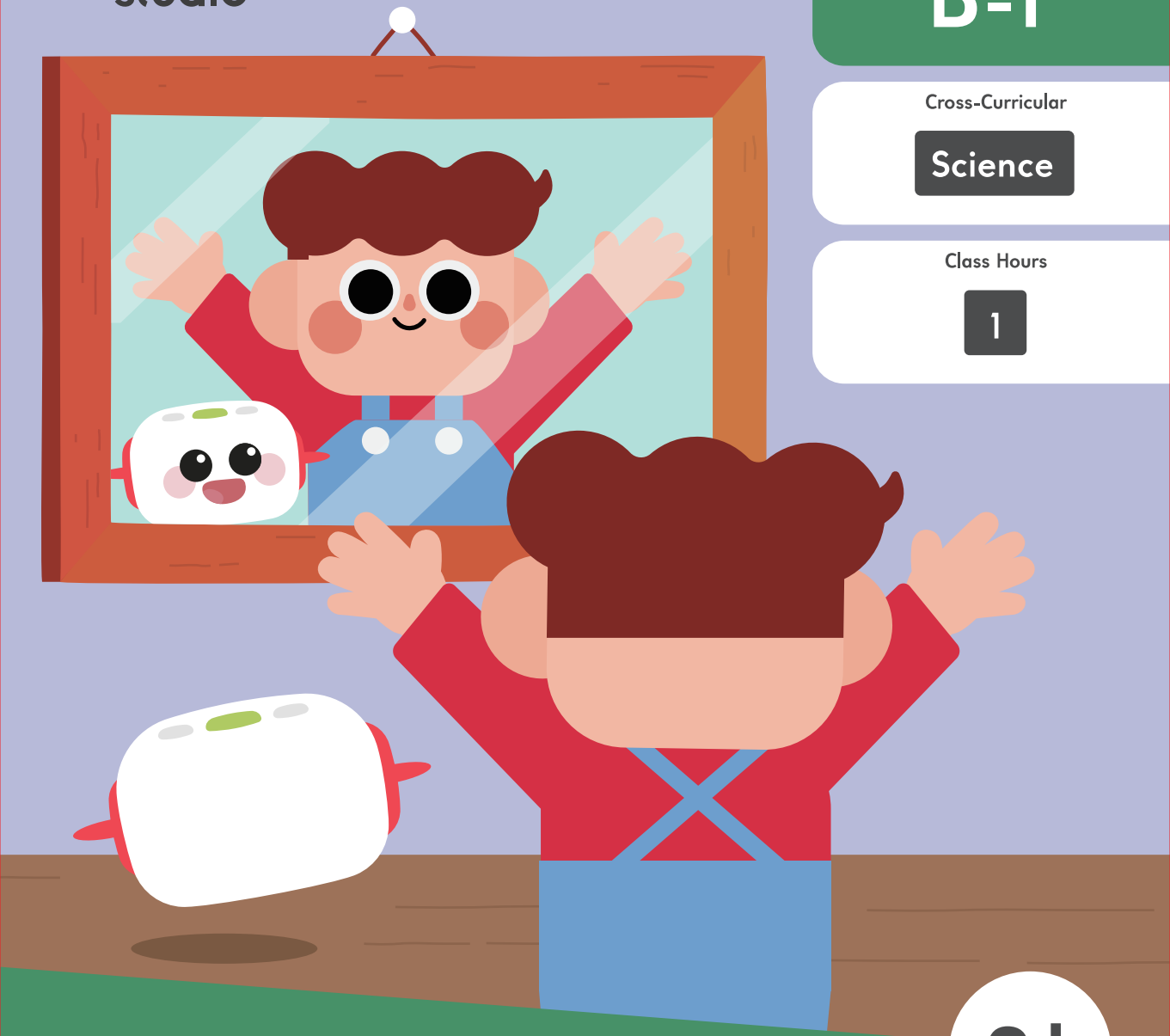
B-1

Cross-Curricular

Science

Class Hours

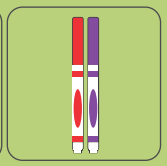
1



My Five Senses

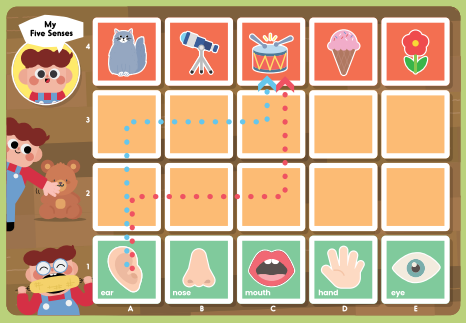
3+

Materials

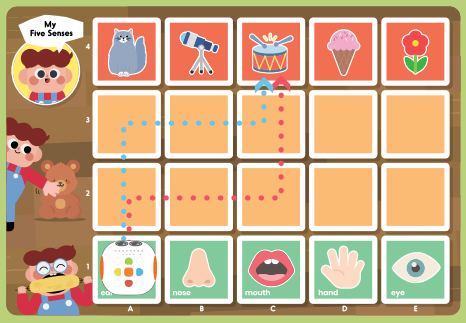


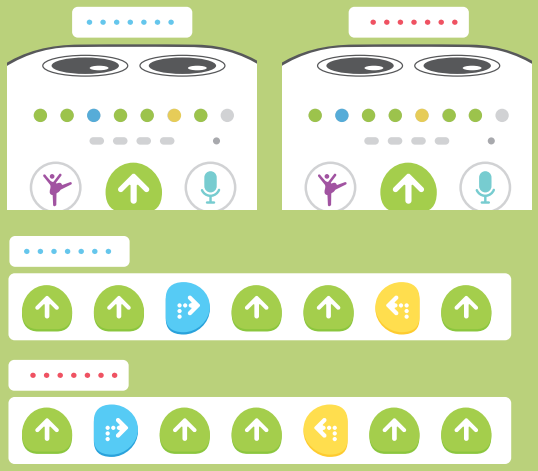
1 Study the 5 senses.

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.





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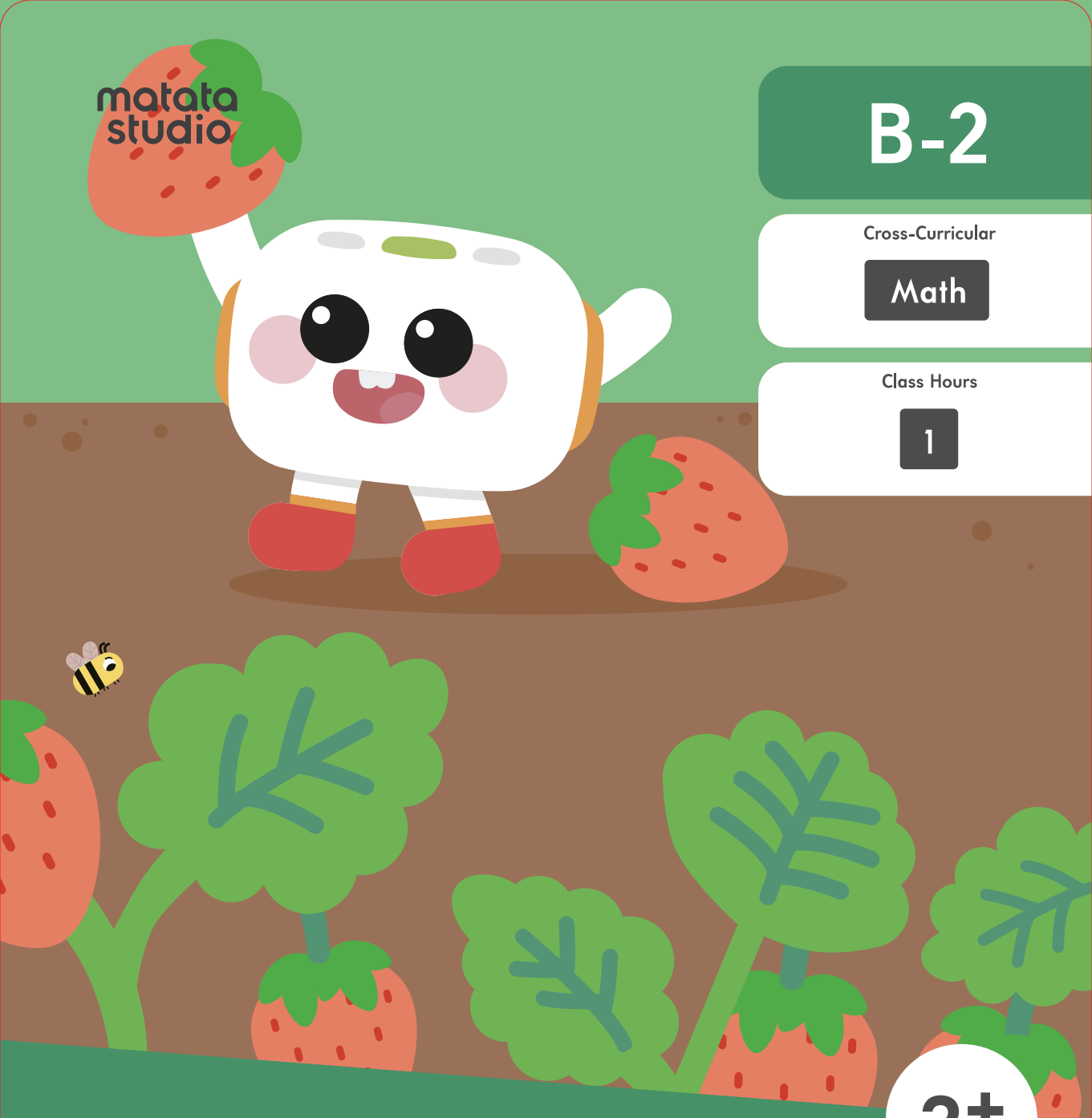
B-2

Cross-Curricular

Math

Class Hours

1

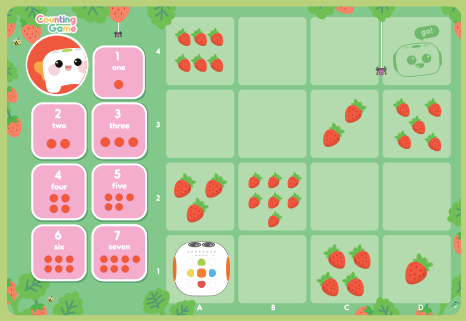


Counting Game

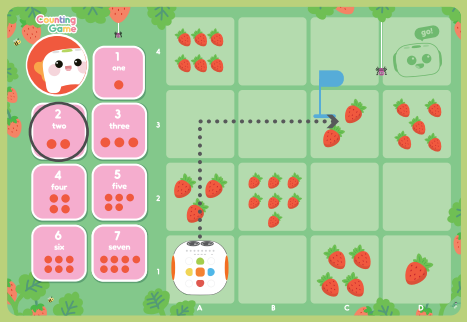
3+

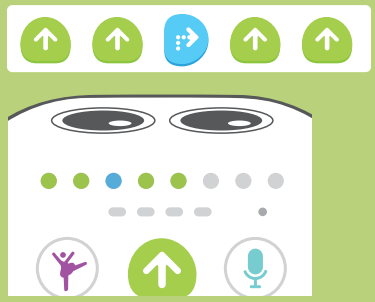
Materials

1 Observe the “Counting Game” map, and review the numbers 1-7.



2 Select a number and program Tale-Bot to go to the grid with the same amount of strawberries as the number selected. (An example is shown below.)

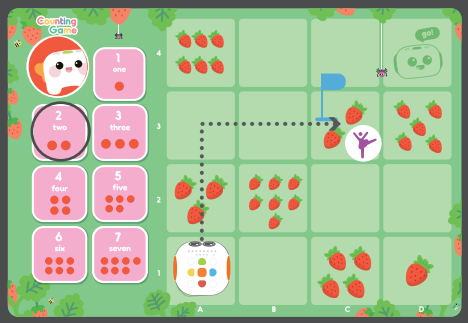


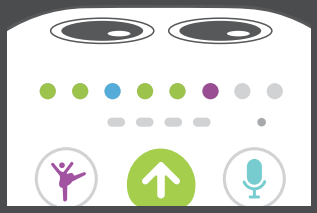


3 If the correct grid is found, start another round. If not, revise the program.

Bonus

Play music to celebrate once Tale-Bot reaches the correct grid.





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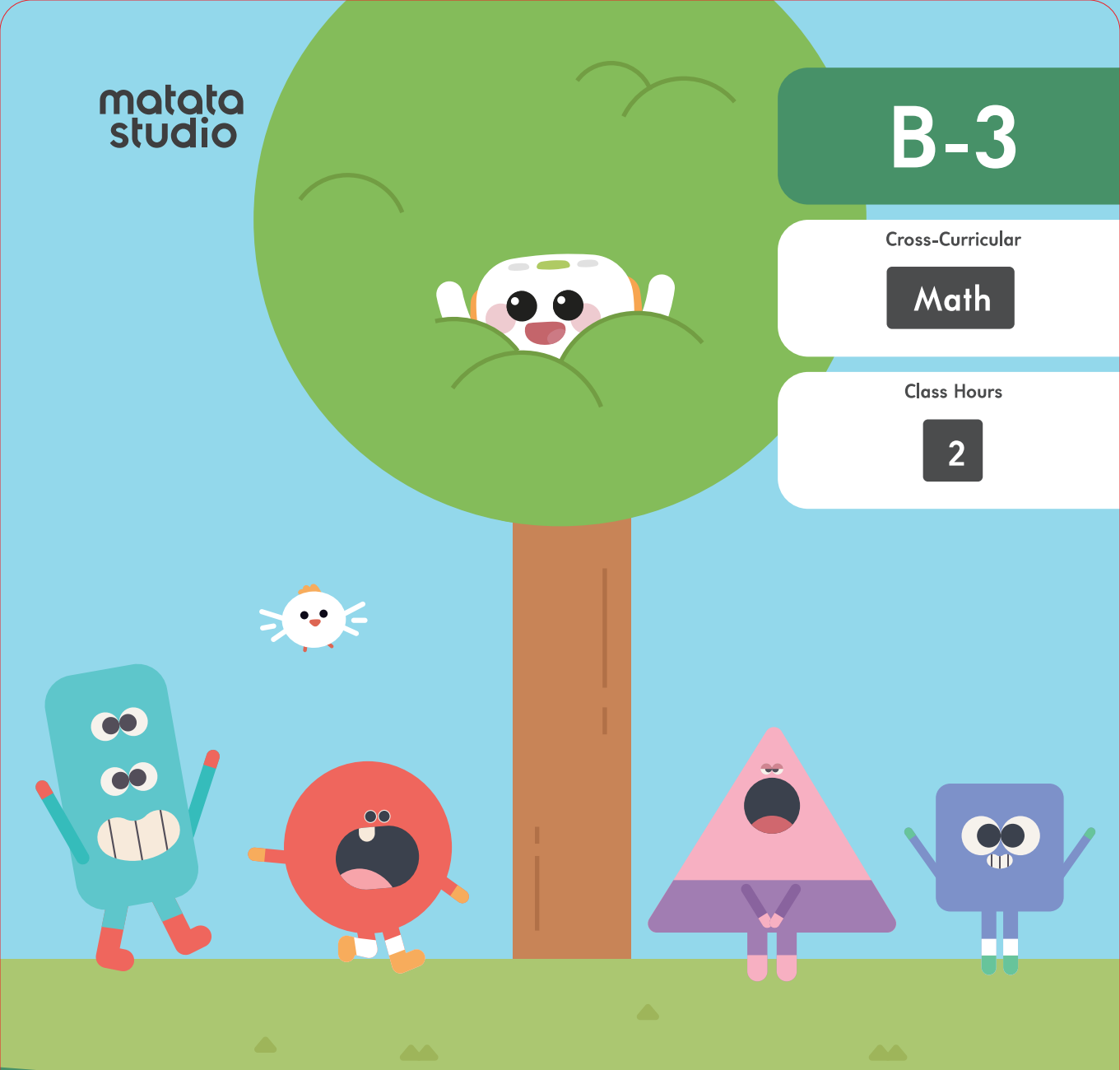
B-3

Cross-Curricular

Math

Class Hours

2

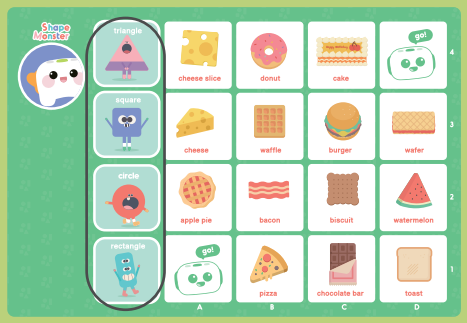


Shape Monster

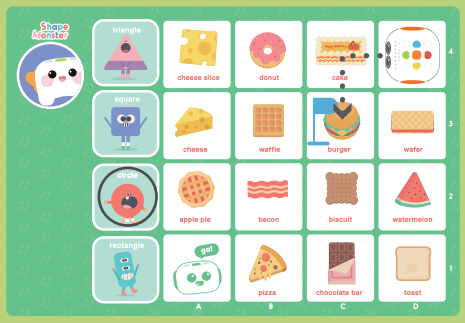
3+

Materials

1. Observe the "Shape Monster" map, and learn to differentiate between the four shapes: triangle, square, circle, and rectangle.



2. Select a shape and program Tale-Bot to reach one food of the same shape. (An example is shown below.)



3. If the correct food is found, start another round. If not, revise the program.

Bonus

Play music to celebrate once Tale-Bot reaches the correct food on the grid.

matata studio

C-1

Cross-Curricular

Coding

Class Hours

1

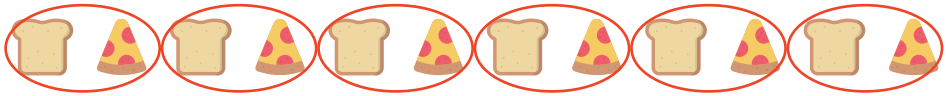
ABAB

Find the Patterns

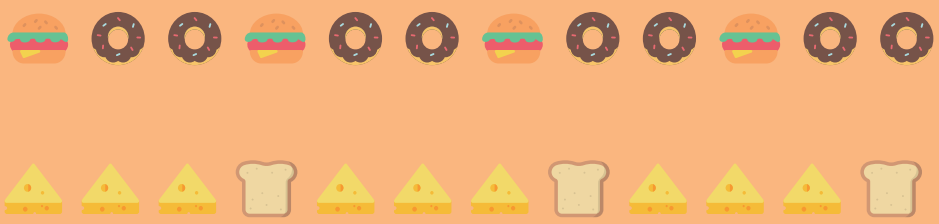
4+

Circle the repetitive food icons in each line, count how many times the icons repeat, then fill in the number of repetitions at the end of each line. (The tasks could be printed on paper or displayed on the screen.)

Example:



6



Bonus

Teachers can prepare more 'Find the Patterns' challenges for students to complete.

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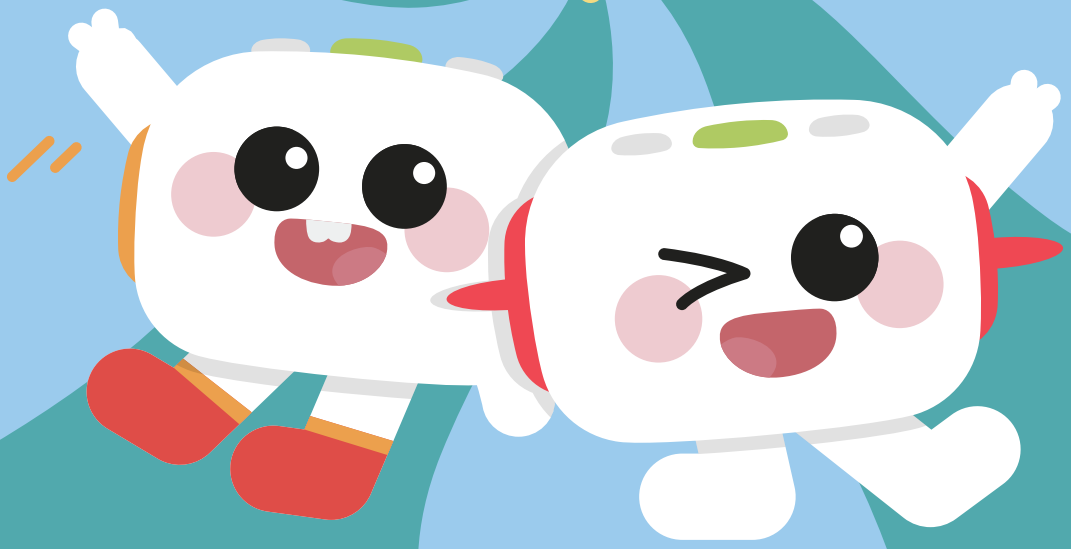
C-2

Cross-Curricular

Coding

Class Hours

1



Tireless Dancer

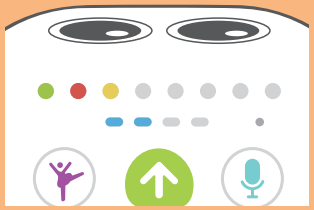
4+

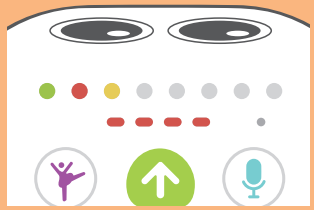
1 Identify the "Repeat button", and enter the following programs. Then observe how Tale-Bot works according to each program.

1.
2.
3.
4.
5.

2 Try again! Once the students finish one program, observe the coding indicators and the repeat indicators. (Examples are shown below.)

2.
5.





3 Use to design dance steps, then use to repeat the dance steps for several times.

matata studio

C-3

Cross-Curricular

Coding

Class Hours

1

Capable Repeat Button

4+

1

Enter the following programs, and observe how Tale-Bot works according to each program. (The programs could be printed on paper or displayed on the screen.)

1.

2.

3.

4.

5.

2

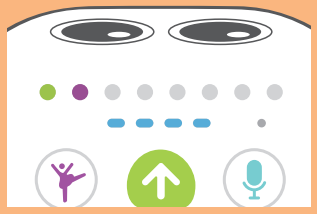
Circle the repeating parts of each program, count how many times the icons repeat, then fill in the number of repetitions at the end of each line. (An example is shown below.)

4

3

Try to use the Repeat button to simplify all programs. (An example is shown below.)

4



Try to use the Repeat button to program Tale-Bot and make it keep moving forward.

matata studio

D-1

Cross-Curricular

Social Study

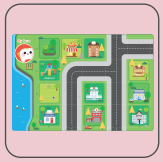
Class Hours

1

My Town

3+

Materials



1 Observe the “My Town” map, and recognize all the locations on the map.

2 Program Tale-Bot to travel around the town, and reach all the locations on the map.

3 Tell the town visiting story, and introduce each location’s function.

matata studio

D-2

Cross-Curricular

Storytelling

Class Hours

2

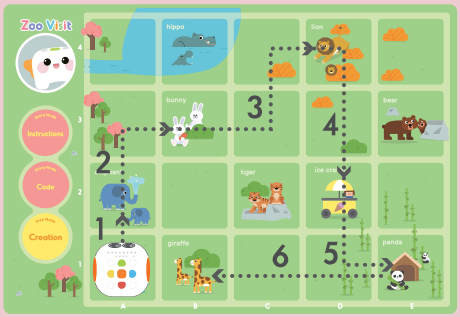
Visit the Zoo

3+

Materials

1. Observe the “Visit the Zoo” map, and explore the three modes of the interactive map.

2. Enter the “Instructions” mode. Then observe Tale-Bot’s actions and listen to the zoo visiting story carefully.



3. Enter the “Code” mode. Then program Tale-Bot according to the zoo visiting story. The voice will guide students through the missions and provide instant feedback so that students can easily tell if they programed correctly.

4. Enter the “Creation” mode. Then program Tale-Bot to visit different animals in other orders, encourage students to create their zoo visiting story.

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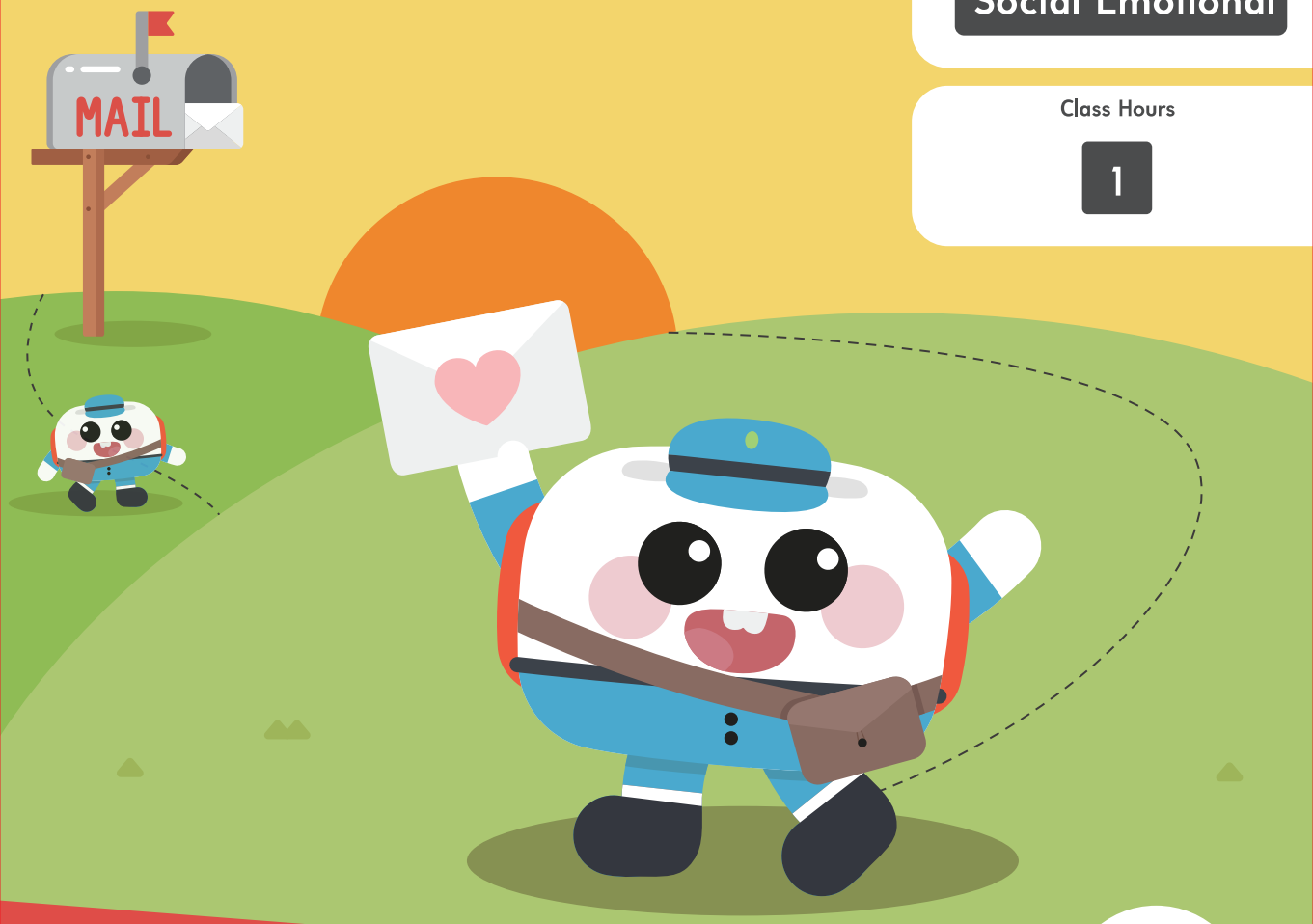
D-3

Cross-Curricular

Social Emotional

Class Hours

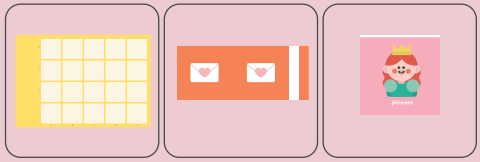
1



The Little Messenger

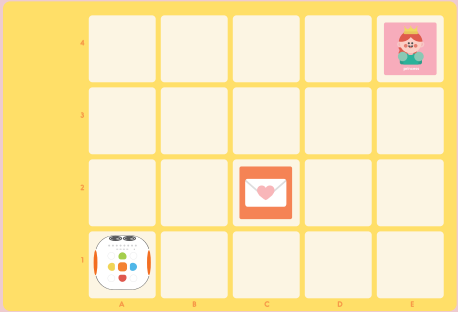
3+

Materials

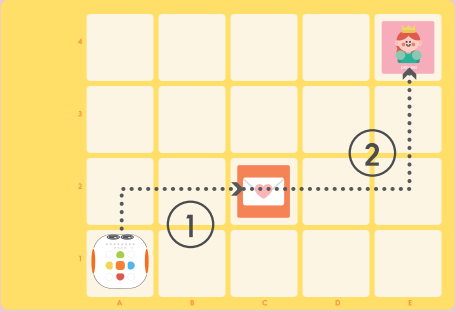


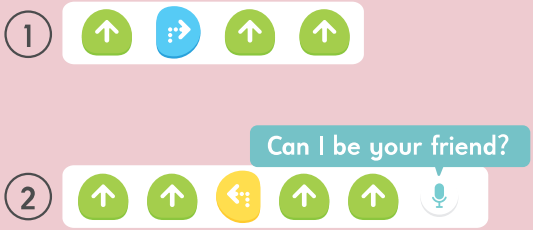
1 Introduce the envelope sticker.

2 Place Tale-Bot, the envelope sticker, and the princess sticker on the map randomly. (An example is shown below.)



3 Program Tale-Bot to go to the envelop, and then program Tale-Bot to walk from the envelope to the princess and convey the message. (An example is shown below.)



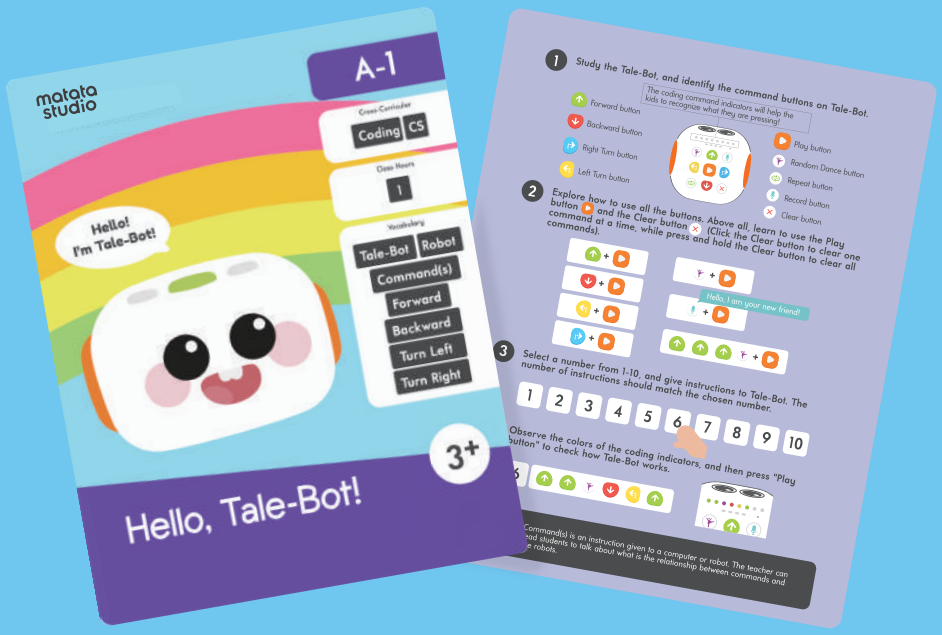


Coding concepts including

Commands **Sequence** **Loops**

Cross-Curricular

Math **Social Emotional** **Social Studies**
Science **Art**



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