

Activity Poster

Here to There

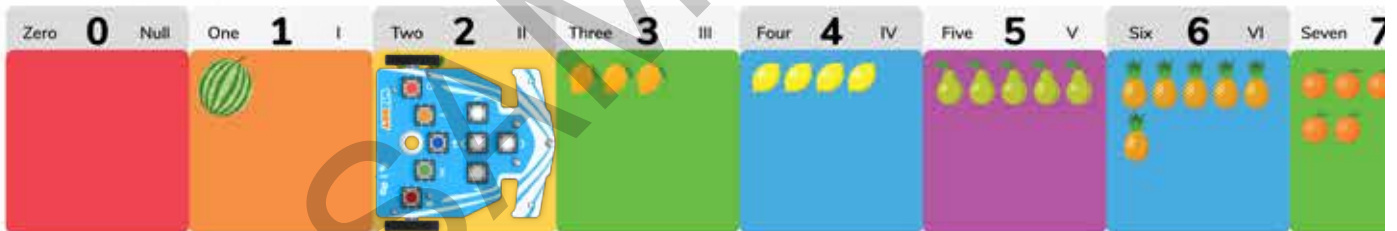


Let's Play!

Things to Use



1 Set up the game. Keep Wizbot on Yellow.



2 Take Wizbot to the Green colour.



Number 3!



Teacher's Handbook

Learning Objectives

Computational Thinking: Students will practice giving sequential directions and guiding Wizbot to move from one position to another.

Things to Use



Wizbot



Number Line Arena

Concept Explanation



Yellow

Green

Blue

Instructions

Step 1: Prepare

Step 2: Discuss

- Talk about colours on the Number Line Arena highlighting each coloured cell.



Step 3: Demonstrate.

- Show Wizbot moving from one block to another as per the instructions.

Step 4: Engage

- Set up the Number Line Arena with Wizbot at the starting position.
- Encourage students to identify each colour and accordingly move Wizbot.



Exercise

(Duration: 15 mins)

Instructions:

- A. Place the Wizbot on the starting point, follow the instructions and say aloud the colour aloud.
- a. "Take Wizbot from orange cell (1) to red cell (10)."
 - b. "Take Wizbot from green cell (3) to yellow cell (8)."
 - c. "Take Wizbot from yellow cell (2) to purple cell (5)."

Thought Box

1. "What is your favourite colour? Guide Wizbot to your favourite colour!"