

Activity Poster

Maruti's Day Plan



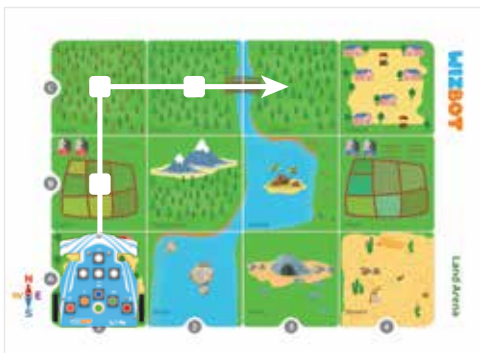
1 Set up the game.



2 Where does Maruti skate till noon?



3 Code Wizbot to reach your destination.



4 Maruti skates through the bridge till noon.



Teacher's Handbook

Learning Objectives

Computational Thinking: Students will sequence activities and direct Wizbot to follow the day's plan.

Things to Use



Wizbot

Land Arena

Story

It is morning. Maruti takes a big stretch.

"I am going skating today!" shouts Maruti.

He quickly gets ready and runs out of the house.

He skates through the bridge till noon.

It is afternoon. Maruti is hungry, so he eats his lunch.

It is evening. He skates again, this time in the forest near the farms.

Maruti gets tired, so he drinks his milk and goes back home.

He takes a bath.

It is night. He has dinner and goes to sleep. What a fun day!

Concept Explanation



Instructions

Step 1: Prepare

Step 2: Discuss

- Discuss about the story and Maruti's day plan.
- Talk about how different activities happen at different times of the day.



Step 3: Demonstrate

- Observe the different cells of the Land Arena.
- Move Wizbot step by step through Maruti's day, from morning to night.

Step 4: Engage

- Encourage students guide Wizbot to different locations based on the time of day.



Exercise

(Duration: 15 mins)

Instructions:

- A. Answer the following and make Wizbot reach to the different cells of the Land Arena:
- a. "Where does Maruti eat his lunch in the afternoon?"
 - b. "Where does Maruti skate in the evening?"
 - c. "Where does Maruti sleep at night?"

Thought Box

1. "What do you do in the evening?"
2. "When do you go to sleep?"