matata studio

5+
STEAM

Activity Cards

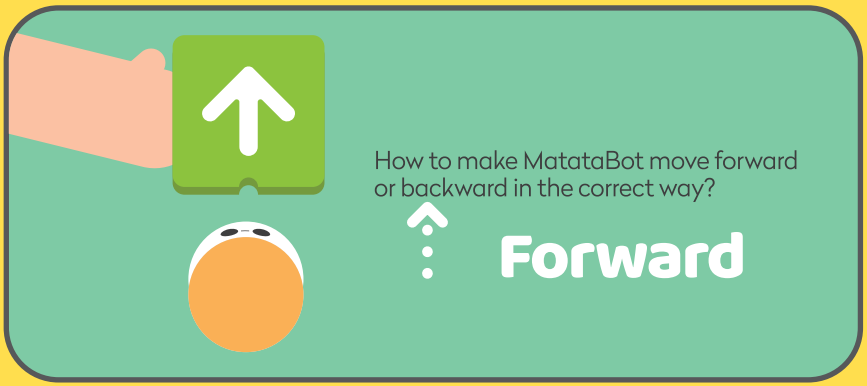
for Coding Set

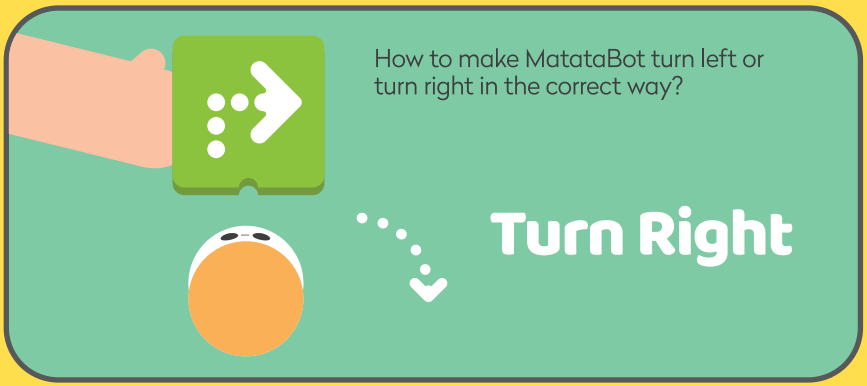
40 CARDS

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.

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.





A-1 Sequence

Coding

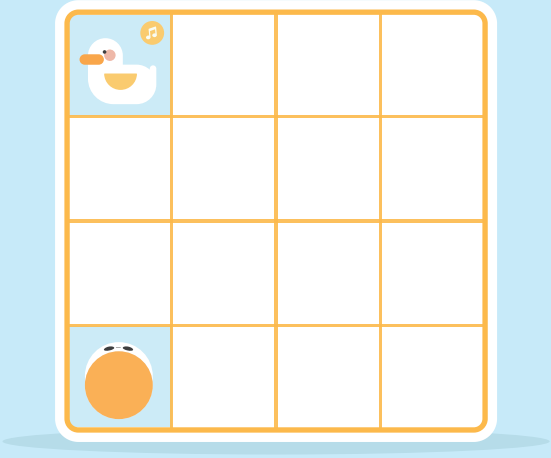
Nice to meet you

matata studio Copyright © 2021 MATATALAB CO., LTD. All Rights Reserved

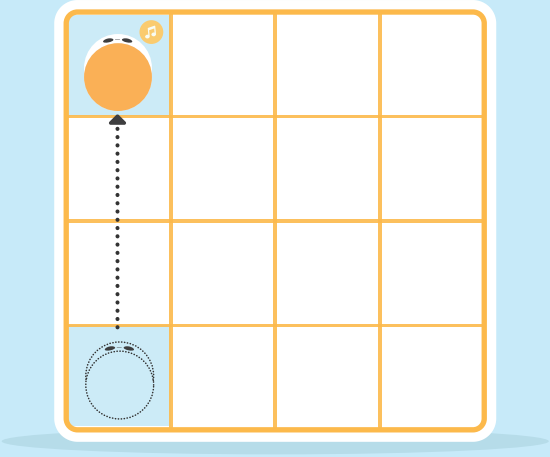
A-1 Sequence

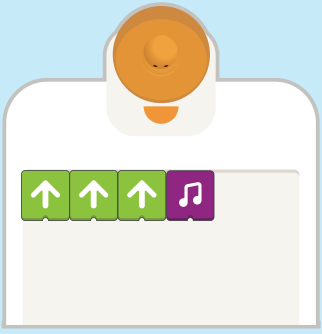
Coding

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.





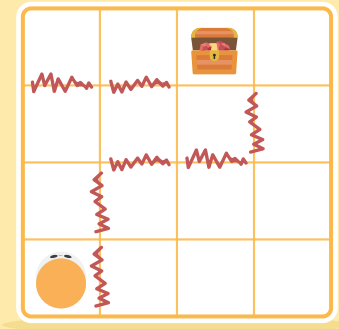
Maze Adventure I

matata studio Copyright © 2021 MATATALAB CO., LTD. All Rights Reserved

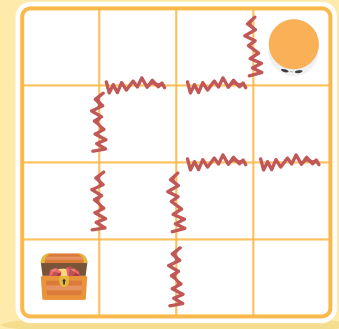
B-1 Sequence

Coding

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)

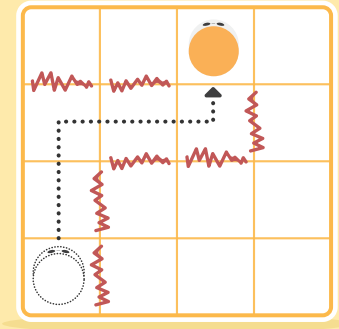


Task 1

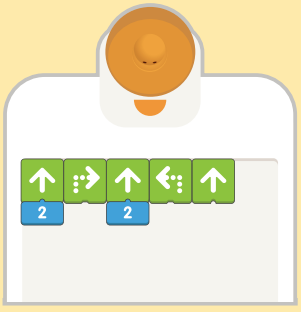


Task 2

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



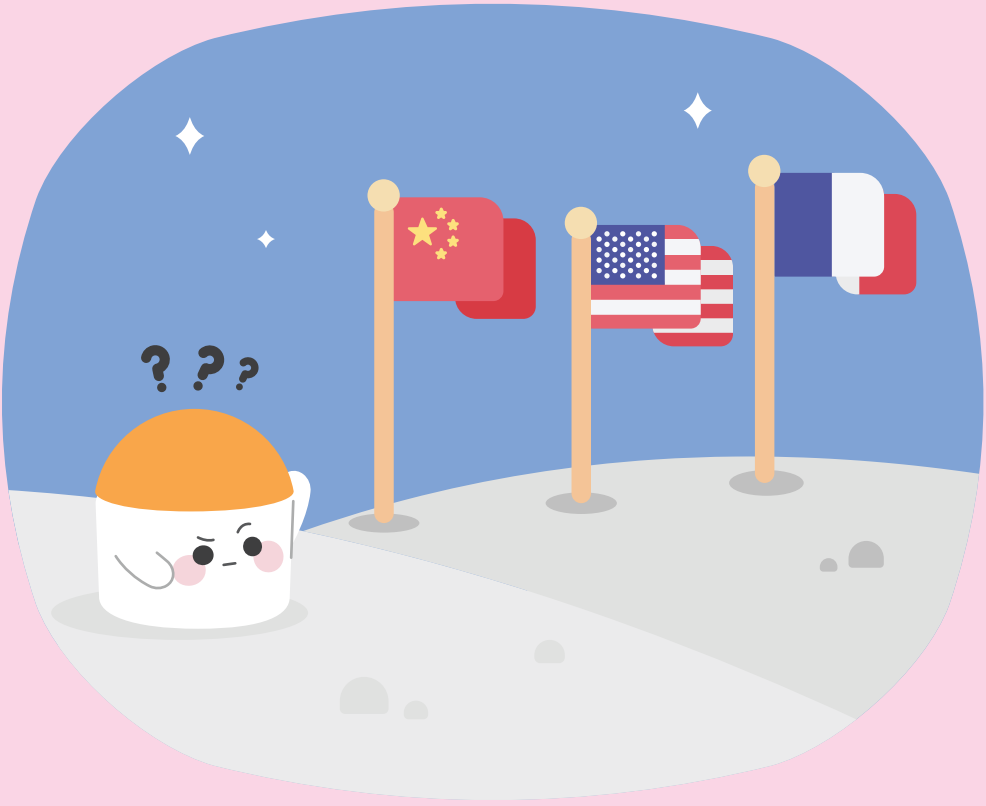
Task 1



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

C-1 Sequence

Social Studies



Culture Differences

matata studio Copyright © 2021 MATATALAB CO., LTD. All Rights Reserved

C-1 Sequence

Social Studies

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.