

Code & Go® Robot Mouse Activity Set

Vocabulary Maze

- Build a maze using the tiles in the set.
- Print and cut out images of familiar objects according to their beginning letter sound (images of an apple, a ball, a cat, etc.).
- Place the images around the maze.
- Call out a letter ("B!"), and then have your child code Colby (or Jack) the coding mouse, to find objects based on their beginning letter sound.



Maths Maze – Subitising

- Build a maze using the tiles in the set.
- Print and cut out images of numbers represented in different ways (the actual number, number of dots like a dice cube, or tally marks). If you do not have a printer, draw images of numbers on a piece of paper or use a note card!
- Place the images around the maze.
- Call out a number ("5!"), and then have your child code Colby (or Jack) to find that number in the maze.

Maths Maze – Addition

- Build a maze using the tiles in the set.
- Print and cut out images of numbers represented in different ways (the actual number, number of dots like a dice cube, or tally marks).
- Place the images around the maze.
- Call out two numbers (3 and 6, for example), and then have your child code Colby (or Jack) to find the number that equals the sum.
- For a variation on the above, to reach EVENS and ODDS, code Colby to reach all the even numbers in the maze.

Cheese Counting

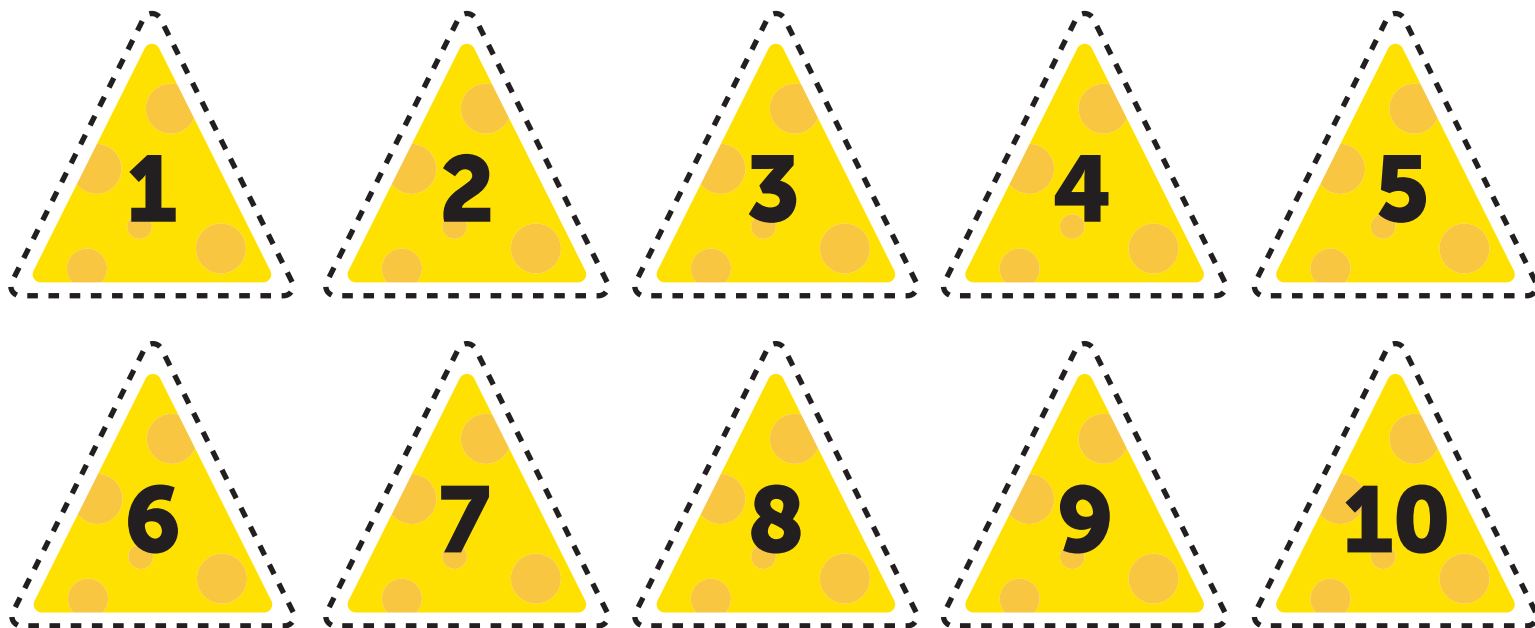
- EACH forward step for your robot mouse is 12cm.
- How many forward steps would you need to program Colby to travel 24cm? What about 48cm inches?



Cheese Chase

(Requires printer and paper)

- Print and cut out these 10 cheese piece coins. If you do not have a printer, draw these on a piece of paper or card!



- Place them around the room on a smooth surface.
- Code Colby to "collect" each of the cheese pieces in sequence.

Discover the Code & Go® Robot Mouse other
at-home learning essentials at learningresources.co.uk!