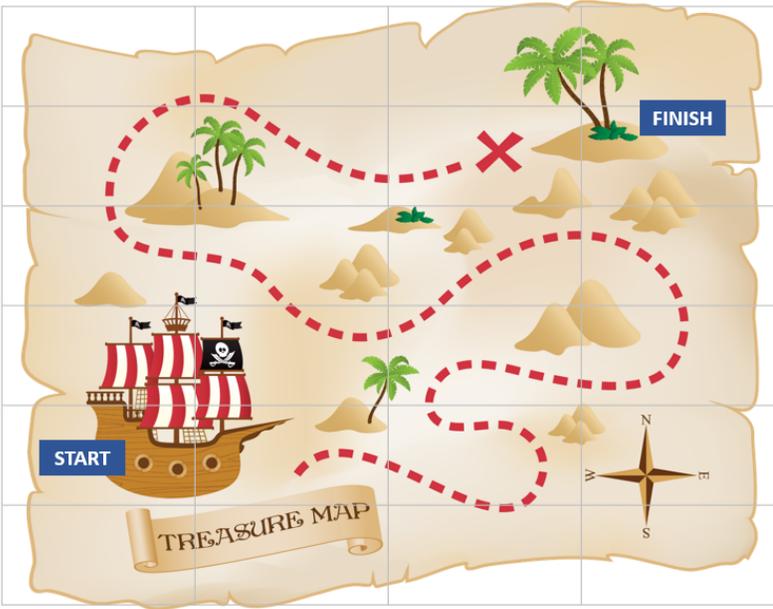


JUMPING BOT

Level	0 (4 – 5 year olds)
Resources Required	A cloth to blindfold player
Alternate Options for the Resources	None
Strand Covered	Geometry and Measurement
Targeted Skills	Relative Positions
Inspired By	None
Time to prepare	None
Time to play	20 minutes
Previous Learning Required	Basic Directions (Left-Right) (Forward-Backward)
Support Required	Low

Goal	To reach the object with the maximum number of points, i.e, with the least number of mistakes.)
Rules	<ul style="list-style-type: none"> - Player 1 walking to the object (the BOT) must be blindfolded and follow directions exactly as told to them. - Others must record how many correct directions were given or followed and add points as explained in the game.
Steps	<ul style="list-style-type: none"> - Player 2 stands anywhere within 5 jumps of the BOT (Player 1) - Player 1, the BOT will be blindfolded – they must not see where Player 2 is standing. - Player 3 needs to direct the BOT towards the other player making the least possible mistakes. <u>Sample Directions:</u> <i>Jump Left / Right Side</i> <i>Move forward x steps</i> <i>Move backward x steps</i> - For every CORRECT action the bot makes as per the direction given to them, they earn 1 point. For every CORRECT instruction that the directing player gives, they get 1

	<p>point. Player 2 can record the points like this:</p> <table border="1" data-bbox="539 296 922 453"> <thead> <tr> <th data-bbox="539 296 732 352">BOT</th> <th data-bbox="732 296 922 352">DIRECTOR</th> </tr> </thead> <tbody> <tr> <td data-bbox="539 352 732 453"> </td> <td data-bbox="732 352 922 453"> </td> </tr> </tbody> </table> <ul data-bbox="475 478 1377 636" style="list-style-type: none"> - When the BOT successfully reaches the object, get the learners to count their points. - Players will take turns to be the bot and the directing player. 	BOT	DIRECTOR		
BOT	DIRECTOR				
<p>Images or Illustrations</p>					
<p>Variations of the Game</p>	<ul data-bbox="475 1325 1385 1482" style="list-style-type: none"> - The game can be played in teams instead of individually. - Instead of another player, place an object as the 'target' for the bot to reach. - Add obstacles in the course using safe objects – teddy bears, pillows, etc. 				
<p>Enrichment</p>	<ul data-bbox="475 1535 1370 1608" style="list-style-type: none"> - The players can plot the entire course that the bot must move in by making a map and give the directions together instead of one at a time. 				
<p>Simplification</p>	<ul data-bbox="475 1656 1349 1808" style="list-style-type: none"> - Players can reduce the number of steps or directions to be given or simplify the path. - The facilitator can record the points and the learners can count to see how won the game. 				