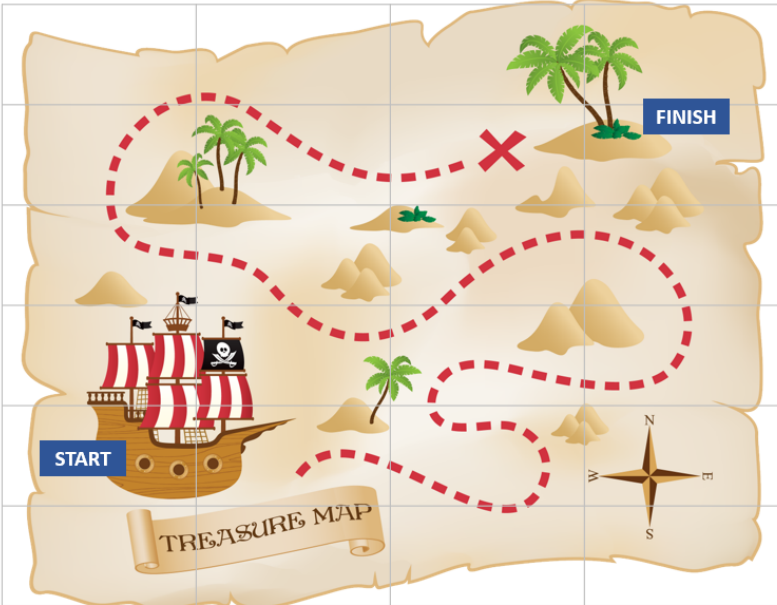


MOVING BOT

Level	1 (5 – 6 year olds)
Resources Required	A cloth to blindfold the player Any household object to be the 'target'
Alternate Options for the Resources	None
Strand Covered	Geometry and Measurement
Targeted Skills	Relative Positions
Inspired By	Bee-Bot Game
Time to prepare	None
Time to play	20 minutes
Previous Learning Required	Basic Directions (Left-Right) (Clockwise / Anti-Clockwise)
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 by Player 2. - Others must record how many wrong directions were given or followed and deduct points as explained in the game.
Steps	<ul style="list-style-type: none"> - Place an object anywhere within 10-20 steps of the starting line. Player 1 will be the BOT and be blindfolded – they must not see where the object was placed. - Player 2 needs to direct the BOT towards the object making the least possible mistakes. <u>Sample Directions:</u> <i>Turn 1/4 or 1/2 or 3/4 of a circle in clockwise / anticlockwise direction</i> <i>Move forward x steps</i> <i>Move backward x steps</i> - If a mistake is made by the BOT in following the directions: Ex: Instead of turning clockwise, they turn anti-clockwise – the BOT gets 1 minus point and the player directing will correct them.

	<ul style="list-style-type: none"> - If a mistake is made by the player directing or giving instructions: Ex: They say 'move 2 steps forward' instead of '1 step forward' – the directing player gets 1 minus point and they can correct the direction. - When the BOT successfully reaches the object, both the BOT and the directing player will get 10 points each. - Players will take turns to be the bot and the directing player. Get the players to calculate the total number of points and see who won the game.
<p>Images or Illustrations</p>	
<p>Variations of the Game</p>	<ul style="list-style-type: none"> - The game can be played in teams instead of individually. - Add obstacles in the course using safe objects – teddy bears, pillows, etc.
<p>Enrichment</p>	<ul 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. - Use directions such as North, South, East, and West. - Build a story around the game (finding a treasure, saving someone, etc.) <p><i>(Refer to the image provided.)</i></p>
<p>Simplification</p>	<ul style="list-style-type: none"> - Instead of clockwise and anticlockwise – use left and right in the instructions. - Players can reduce the number of steps or directions to be given or simplify the path.