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KUBO visits the Amusement Park

(PRIMARY FOCUS: MATH, ELA & ART)

For students from approximately 4 to 6 years old.

SUMMARY

KUBO wants to visit the amusement park. What kinds of attractions do you find in an amusement park? What are the children's favourite rides? Have students create their own park using the KUBO blank maps or create a map for them using the KUBO Map Maker.

Which attraction will KUBO go to first?

Lay the TagTiles® on the map, starting at A1 to show the route KUBO takes to visit the first attraction. Maybe it is the carousel? Count the steps that KUBO will need to take in order to go from A1 to the ride.

What would KUBO like to try next? Maybe KUBO goes to the lucky dip to see if there is a teddy bear to win. Lay the route from the carousel to the lucky dip. Count KUBO's steps and practice turning left and right. Can you come up with a challenge that KUBO must do to win a bear?

BEFOREHAND

Students should understand how to use KUBO and the Coding TagTiles® as well as how to make routes. Students should work with directions beforehand: 'turn left' and 'turn right'.

RESOURCES

- 1 KUBO robot for two students, fully charged
- 1 set of KUBO Coding TagTiles



- 1 blank map or a prepared map
- Paper and writing utensil (pen, marker, crayon, colored pencil)

CROSS-CURRICULAR LINKS

- ELA: Have students sit in a circle taking turns to talk about their experiences and listen to each other. Do the students pay attention to the experiences they hear – and are they taking turns?
- Math: Count the steps that KUBO will have to take to reach the different attractions. Practice coordinates and write these down.
- Art: Print out a blank map and have students draw or make their own amusement park.

EXTENSION ACTIVITIES

Have students practice direction on the floor having one student act out a robot and another student giving commands on direction and on how many steps to take. Does the student acting the robot look in the right direction with both eyes and body language? Is the commander able to give clear directions? Have two pairs try out at the same time while the other students watch, and take turns.

SOLUTION EXAMPLE

This activity should be simple – laying routes to have KUBO go from one point to another. Have students lay several different routes to practice left and right as well as to become aware of routes as sequences when building up a story.

NOTES
