Monster hunt
(PRIMARY FOCUS: MATH/STEAM)
For students from approximately 4 to 6 years old.

SUMMARY
Have students design a monster costume for KUBO, then create a variety of small monsters to place on a blank activity map, using clay or other materials. Have students draw the monsters’ surroundings, for example a forest, lake, or bridge, or small traps here and there. Now plan a route for KUBO on the map. How will KUBO react when he meets the other monsters? Will he turn around and run away? Will he want to make friends? Have the students make up their stories and tell them to their classmates.

BEFOREHAND
Students should understand how to use KUBO Coding TagTiles® as well as how to make routes. Students should work with directions including: ‘turn left’ and ‘turn right’.

RESOURCES
- 1 KUBO robot per pair, fully charged
- 1 set of Coding TagTiles
- 1 blank map
- Paper and writing utensil (pen, marker, crayon, colored pencil)
- KUBO Coding+ TagTiles, if available
CROSS-CURRICULAR LINKS

- ELA: Create a conversation between KUBO and one of the monsters. Act out the conversation for your classmates.
- Math: Count the steps that KUBO must take to get to different places on the map; the house of one of the monsters, a second monster in a lake, or a third monster that is placed under a bridge.
- Art: Create different and varied monsters from small matchboxes, pipe cleaners, sticks, felt, googly eyes etc.

EXTENSION ACTIVITIES

Work with coordinates. Use the coordinates to identify where a specific activity is to take place on the map. Record where each of the monsters are located on the map.

SOLUTION EXAMPLE

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

NOTES