Number Line

(PRIMARY FOCUS: MATH)

For students from approximately 4 to 8 years old.

SUMMARY

Working with a partner, students create a number line that represents the numbers from 0-10. One student writes down three numbers from the number line in a random order. The other student must put those numbers in order from least to greatest and program KUBO to visit the numbers in that order. KUBO should always start at 0.

BEFOREHAND

Students should understand how to use KUBO and the Coding TagTiles®. They should also be familiar with positive numbers on a number line.

RESOURCES

- 1 KUBO Robot per pair, fully charged
- 1 set of Coding tiles

CROSS-CURRICULAR LINKS

- Social Development: Have students guide one another to go to different numbers that have been placed in squares on a big grid on the floor or go outside to practice the activity in the playground.

- Communication: Outdoor activity in the playground. Make use of a big grid on the playground or make one yourself by drawing with chalk on stone. Split students into two groups taking turns on the grid. Have one student from each team act as a bug without the others knowing which one the bug is. Each time someone is close to the bug, have the opposite team of students from outside the coordinate grid say "buuahh".

EXTENSION ACTIVITIES

- Change the parameters of the number line – extend it to +20 and introduce negative numbers from -10 to 0

SOLUTION EXAMPLE

After creating the number line, a student might give his or her partner the numbers 2, 8, -5. The other student would put these in order from least to greatest (-5, 2, 8) and then create code for KUBO to go from 0 to -5, to 2, to 8.

NOTES