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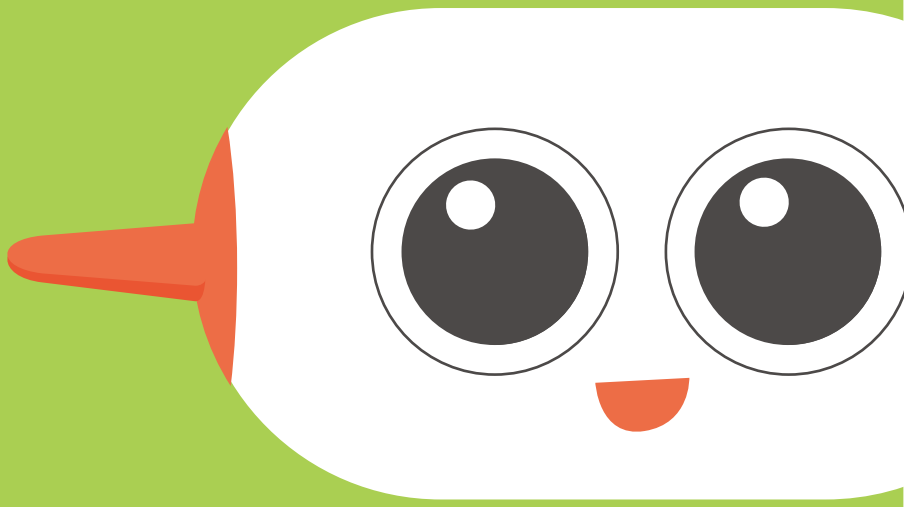
Activity Cards

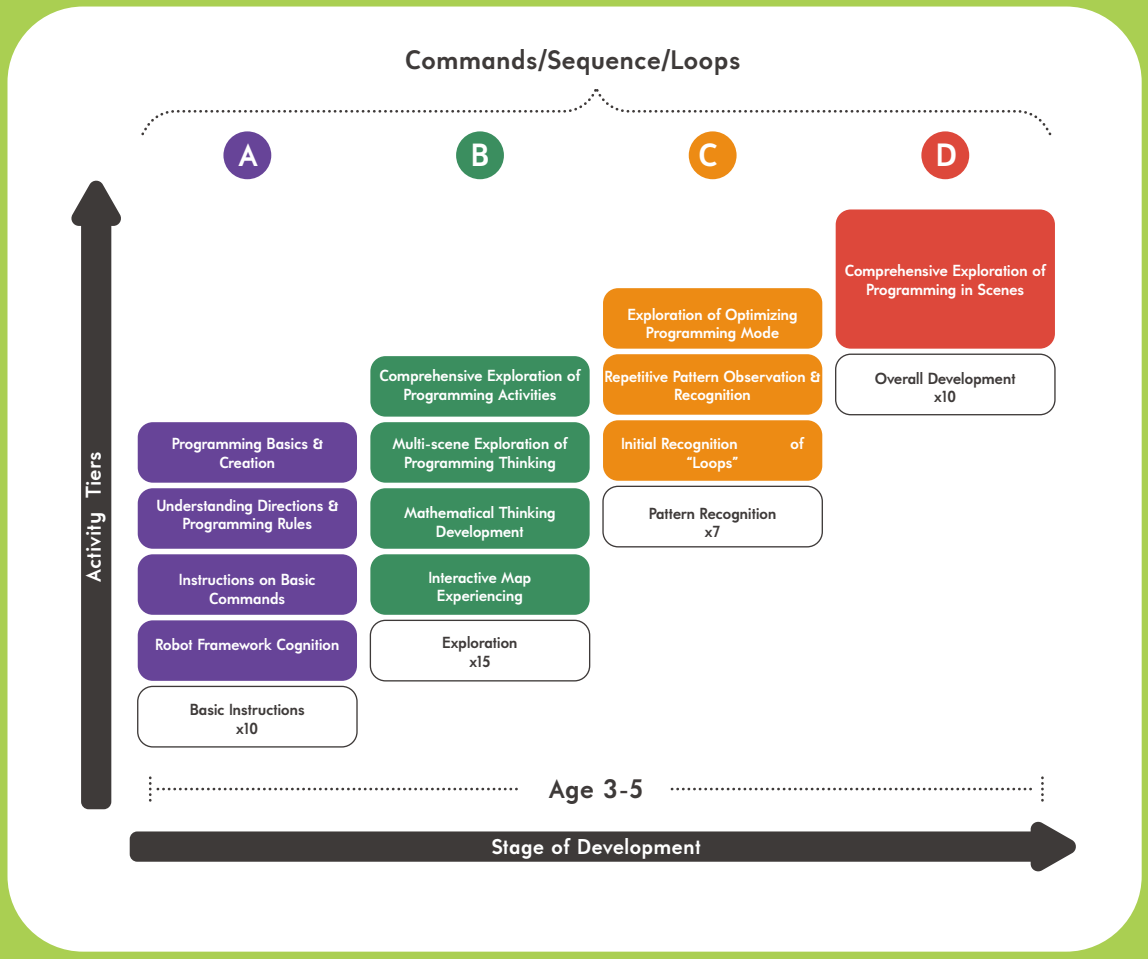
for Tale-Bot Pro

42 CARDS



Scope & Sequence

Start at Part A for all beginners no matter how old the students are. Pacing can be adjusted to how quickly your class move through the content.



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Basic Instructions

A

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
A-1	Commands	Hello, Tale-Bot!	Coding	1	3
A-2	Commands	Forward, Forward!	Coding	1	3
A-3	Commands	How Many "Forwards"?	Math	1	3
A-4	Commands	Tale-Bot Classroom I	Coding	1	3
A-5	Commands	Nice to Meet You!	Social Emotional	1	3
A-6	Commands	Tale-Bot Loves Dancing	Coding	1	3
A-7	Commands	Turn Left or Turn Right?	Coding	1	3
A-8	Commands	Tale-Bot Classroom II	Coding	1	3
A-9	Commands	Fruit Picking	Coding	1	3
A-10	Commands	Tale-Bot Guard I	Coding	1	Challenge

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A-1

Cross-Curricular

Coding CS

Class Hours

1

Vocabulary

Tale-Bot Robot

Command(s)

Forward

Backward

Turn Left

Turn Right

3+

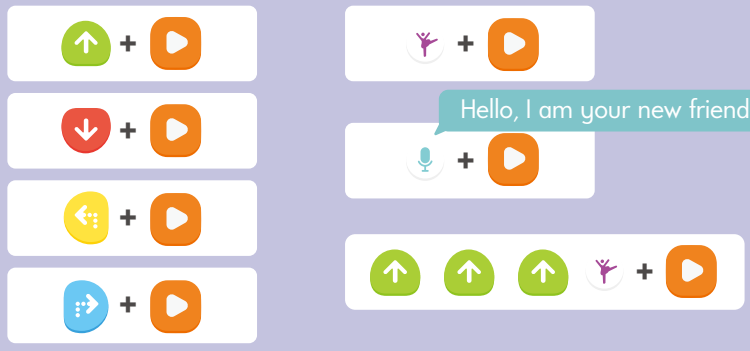
Hello, Tale-Bot!

1 Study the Tale-Bot, and identify the command buttons on Tale-Bot.

The coding command indicators will help the kids to recognize what they are pressing!

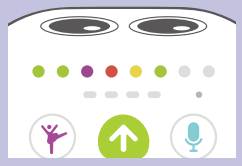
- Forward button
- Backward button
- Right Turn button
- Left Turn button
- Play button
- Random Dance button
- Repeat button
- Record button
- Clear button

2 Explore how to use all the buttons. Above all, learn to use the Play button and the Clear button (Click the Clear button to clear one command at a time, while press and hold the Clear button to clear all commands).



3 Select a number from 1-10, and give instructions to Tale-Bot. The number of instructions should match the chosen number.

4 Observe the colors of the coding indicators, and then press "Play button" to check how Tale-Bot works.



Bonus

Command(s) is an instruction given to a computer or robot. The teacher can lead students to talk about what is the relationship between commands and the robots.

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A-2

Cross-Curricular

Coding CS

Class Hours

1

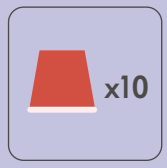
Vocabulary

Forward

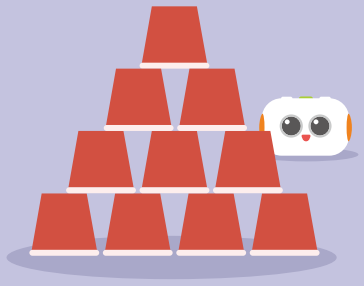
Forward! Forward!

3+

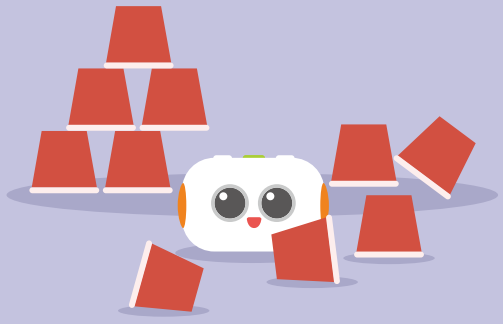
Materials



1 Use paper cups to build a tower as shown below.



2 Program Tale-Bot to reach the cup tower and knock down as many cups as possible.



Bonus

Students can also alter Tale-Bot to increase the possibility of knocking the tower down.

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A-3

Cross-Curricular

Coding CS

Class Hours

1

Vocabulary

Forward

Starting Point

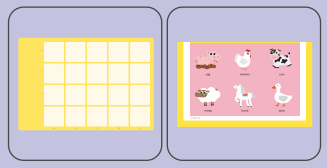
Destination

Map

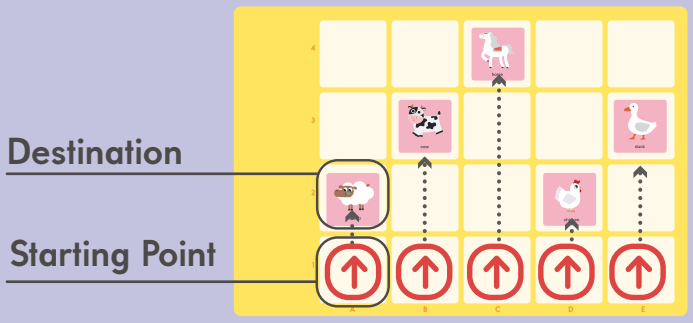
How Many "Forward"s?

3+

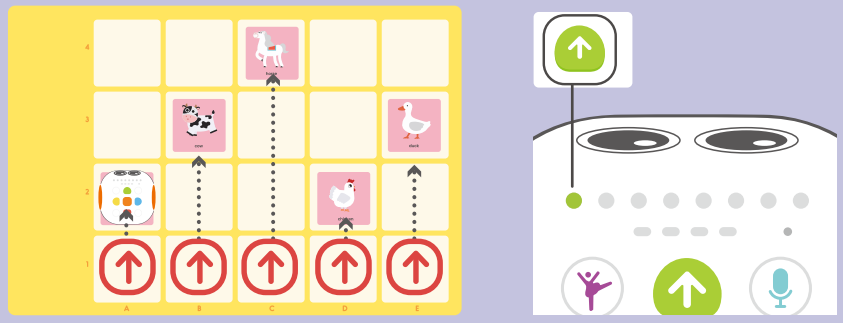
Materials



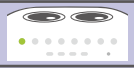
1 Draw the starting point at the bottom line of the grid, and place the farm animal stickers on the map as shown below.



2 Place Tale-Bot on any starting point (A1, B1,C1, D1 or E1), and program Tale-Bot to reach the animal in front of that starting point. (An example is shown below.)



3 Use command cards to record the commands, and count how may forward commands (green lights in the coding indicators) are being used in each program.

Destintion	Commands	Coding indicators	Number
			1
			2
			3
			1
			2

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A-4

Cross-Curricular

Coding CS

Class Hours

1

Vocabulary

Program

Tale-Bot Classroom I

3+

1 Observe a program and learn the concept of “program”.

In a certain order, a set of instructions is a program!

A program :

2 Press the command buttons in sequence according to the program above, observe the colors of the coding indicators, and then press the “Play button” to check how Tale-Bot works.

3 Practice time! Press the command buttons according to the following programs, and then press the “Play button” to observe how Tale-Bot works.

1.

2.

3.

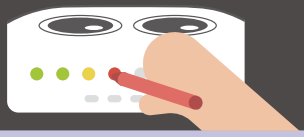
4.

5.

6.

Bonus

Use colored pens to paint on the “Coding Indicator Coloring Card” according to each program.



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A-5

Cross-Curricular

Coding CS

Class Hours

1

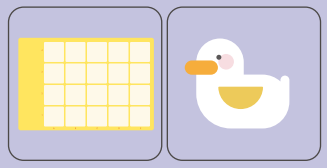
Vocabulary

Forward Button Map

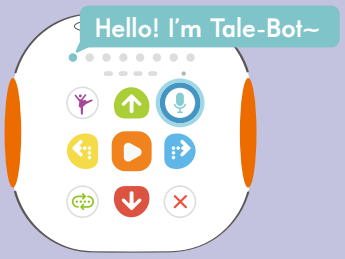
Nice To Meet You!

3+

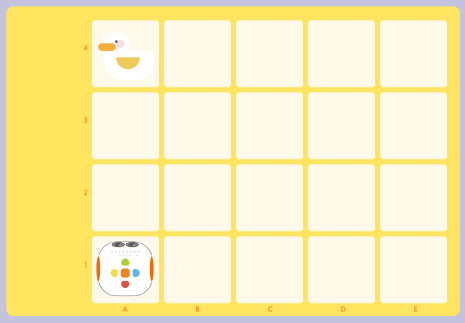
Materials



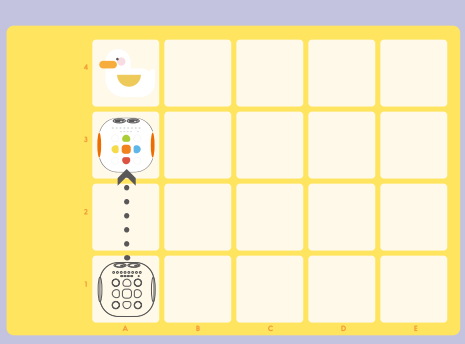
1 Learn to use the “Record button”: Press and hold the Record button (for >1 second) to record a message. Click the Record button (for <1 second) to duplicate the previous audio file.

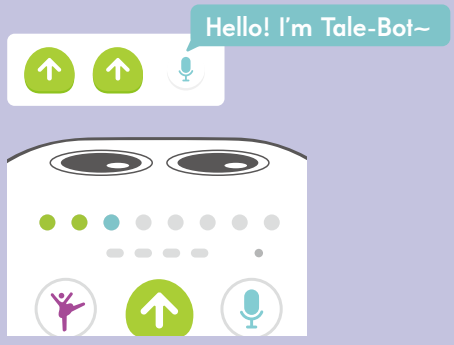


2 Place Tale-Bot and a toy on the map on the same line.



3 Program Tale-Bot to reach the toy, and greet the toy with the Record button.





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A-6

Cross-Curricular

Coding CS

Class Hours

1

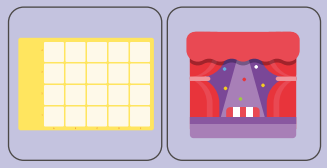
Vocabulary

Map Forward Backward

Tale-Bot Loves Dancing!

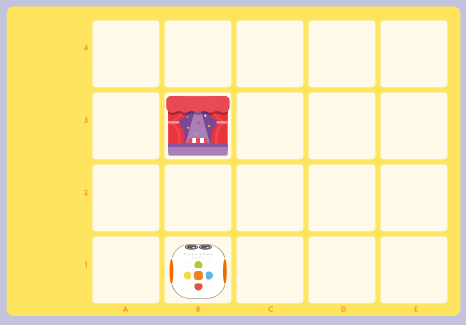
3+

Materials

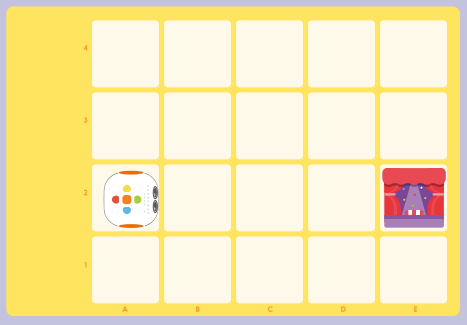


1 Place Tale-Bot and a stage card on the map on the same line. (Examples are shown below.)

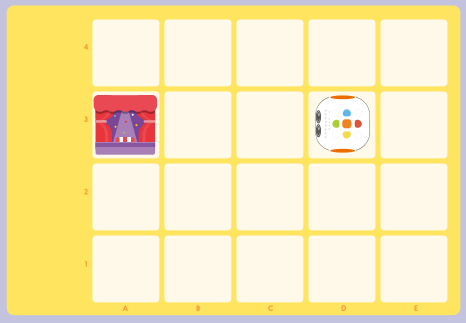
1.



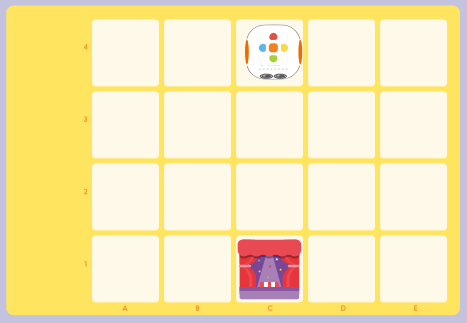
2.



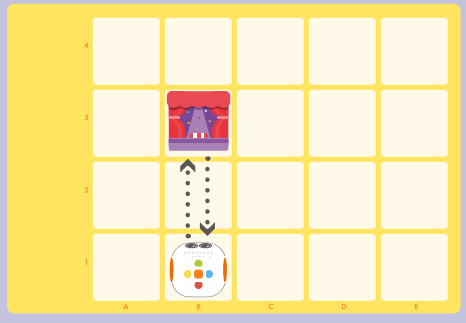
3.



4.



2 Program Tale-Bot to reach the stage card and dance, then make Tale-Bot return to the starting point. (An example of the Task 1 program is shown below.)



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A-7

Cross-Curricular

Coding CS

Class Hours

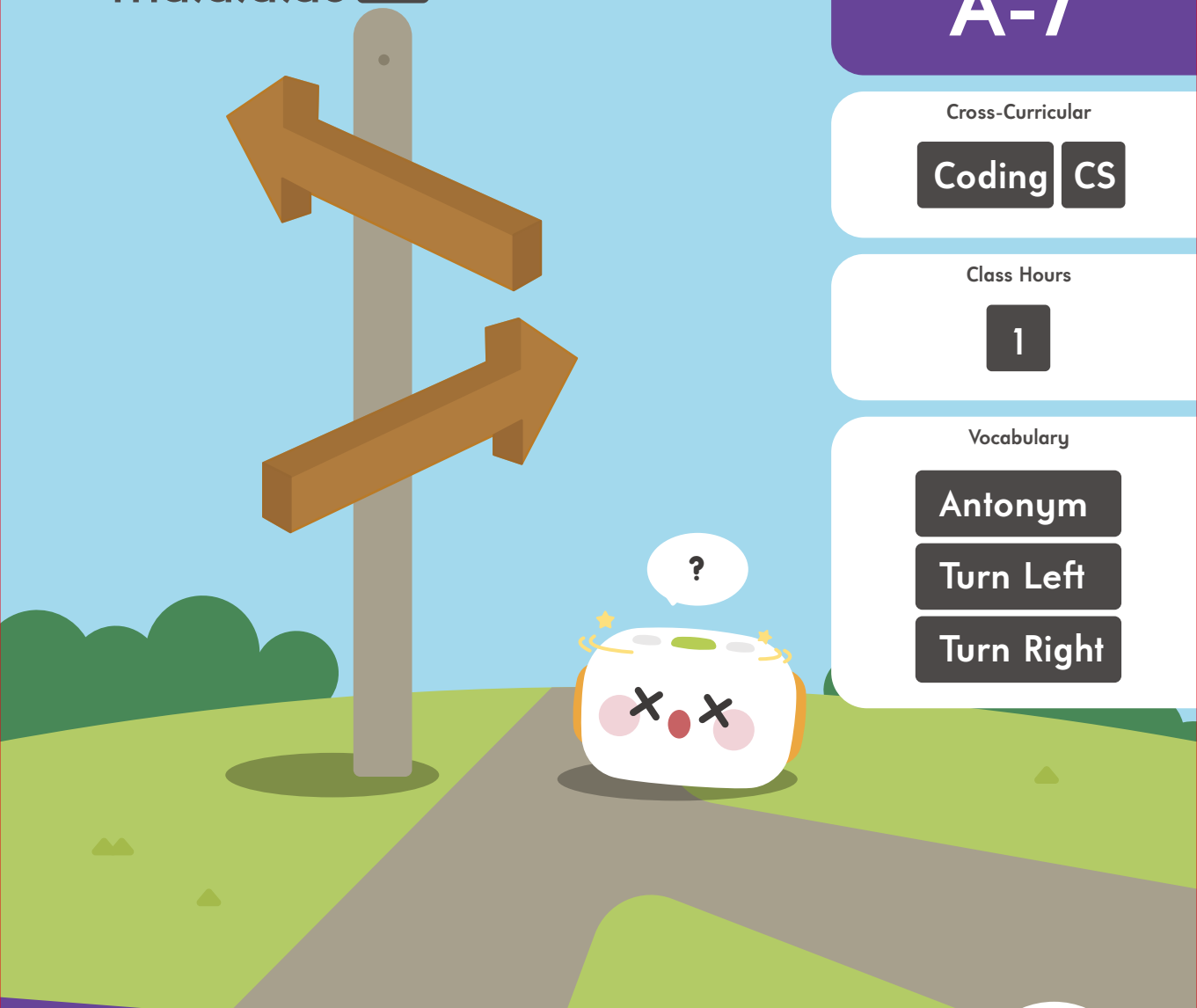
1

Vocabulary

Antonym

Turn Left

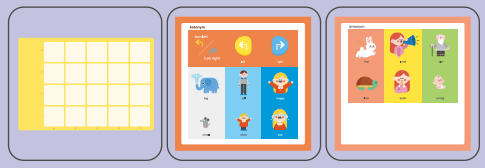
Turn Right



3+

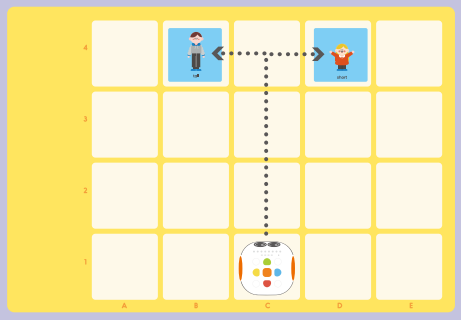
Turn Left or Turn Right?

Materials

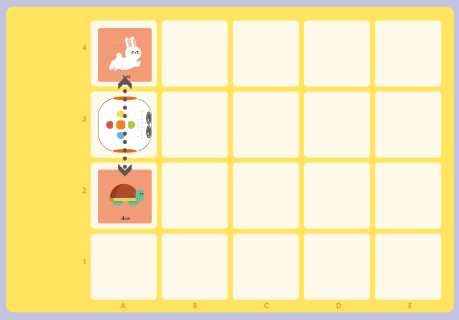


1 Place Tale-Bot and a pair of antonym cards on the map as shown below.

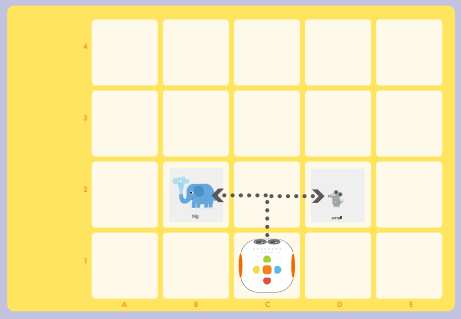
1.



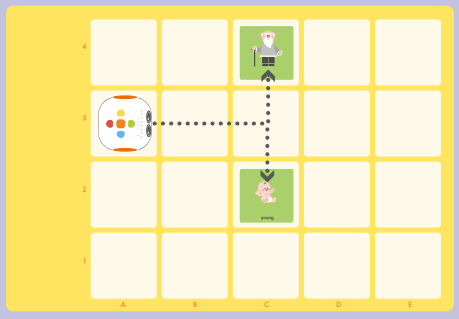
2.



3.



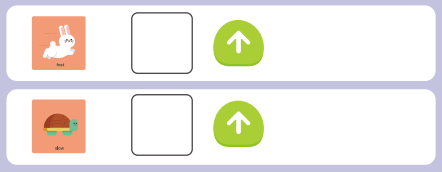
4.



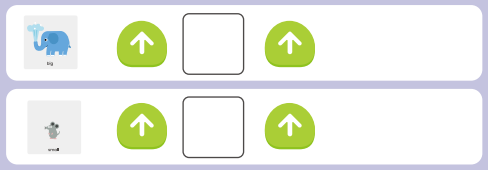
2 Program Tale-Bot to reach each target. Fill in the blank "Turn Left" or "Turn Right" to complete the program.

1.

2.



3.



4.

Bonus

Teachers can prepare more challenges for students to complete.

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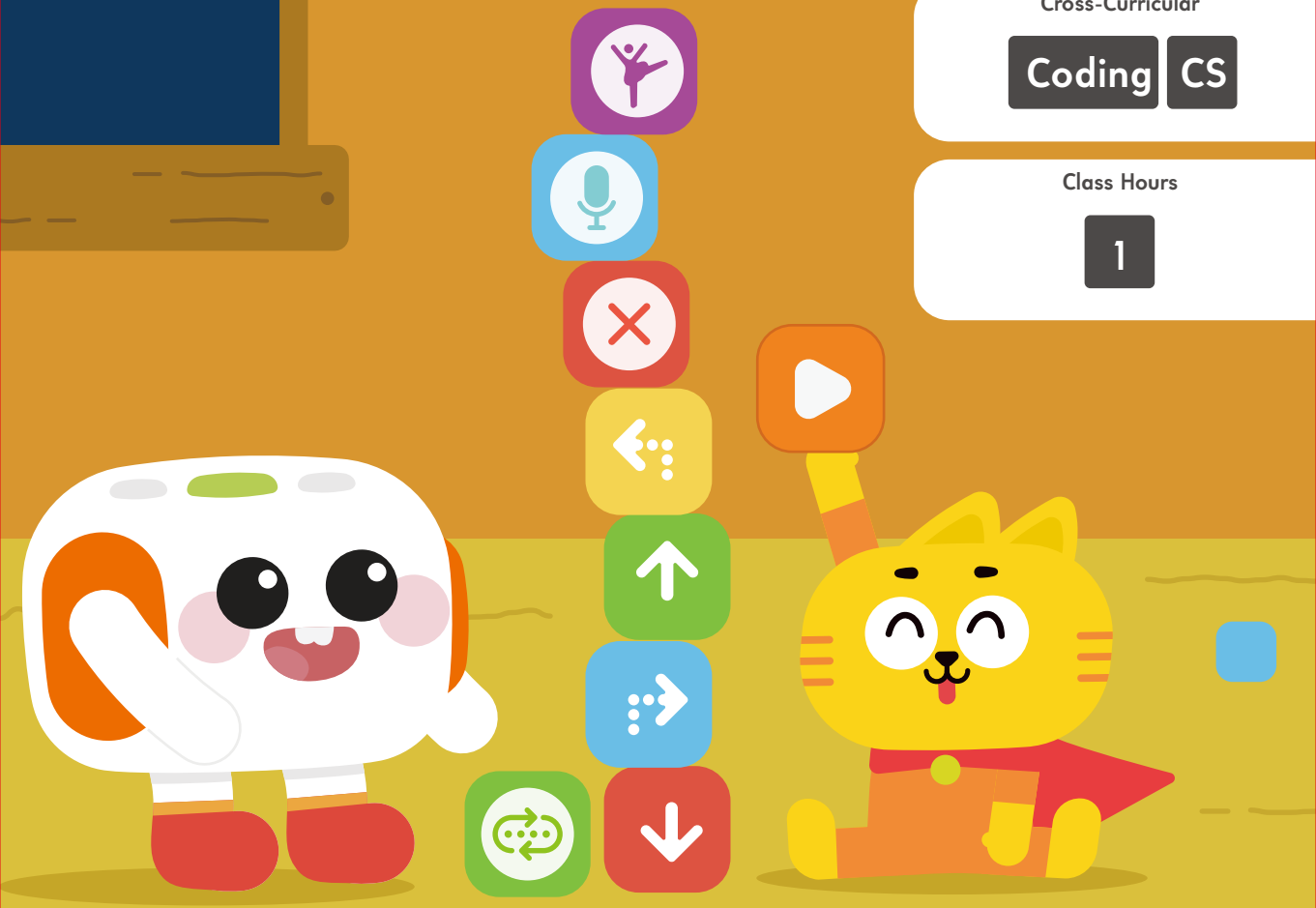
A-8

Cross-Curricular

Coding CS

Class Hours

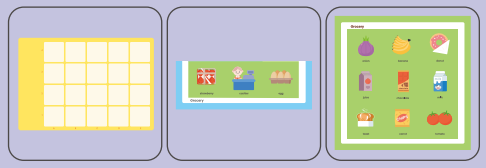
1



Tale-Bot Classroom II

3+

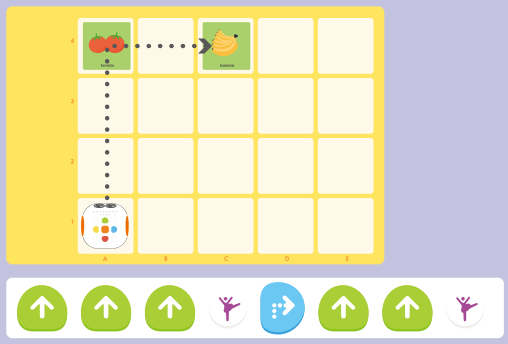
Materials



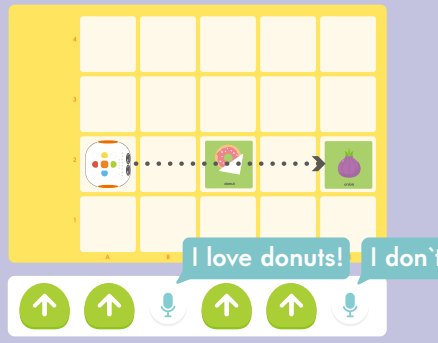
Practice time! Press the corresponding command buttons according to the following programs, then press the "Play button" to observe how Tale-Bot works.

1.

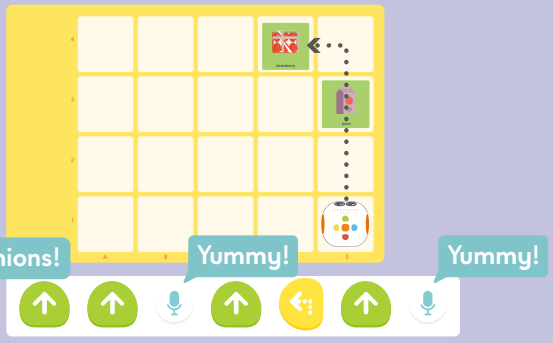
2.



3.

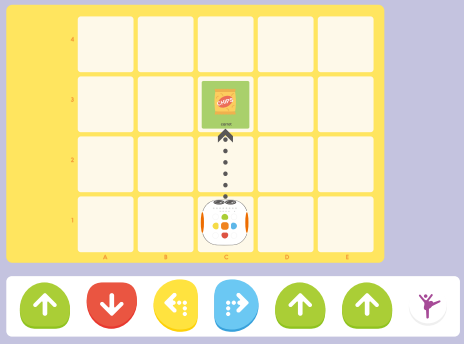


4.



5.

6.



Use colored pens to paint on the "Coding Indicator Coloring Card" according to each program.

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A-9

Cross-Curricular

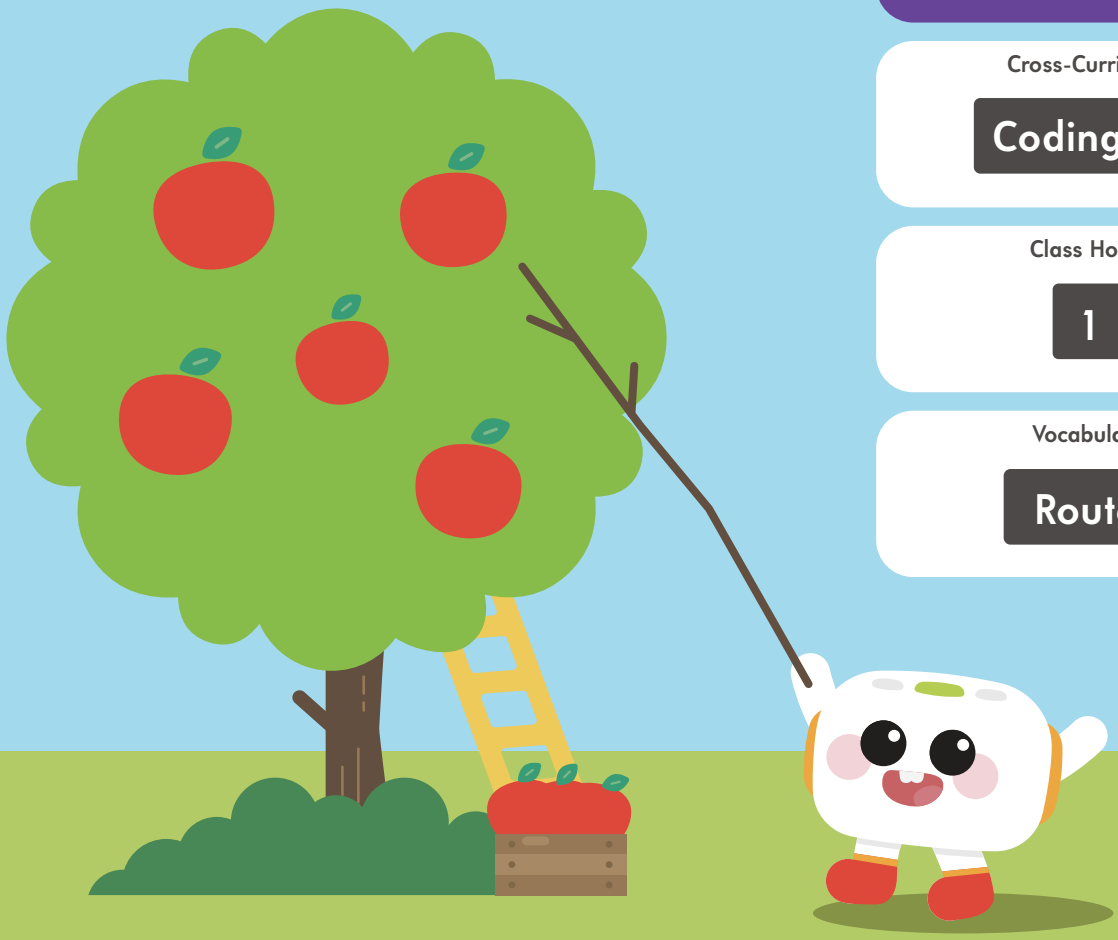
Coding CS

Class Hours

1

Vocabulary

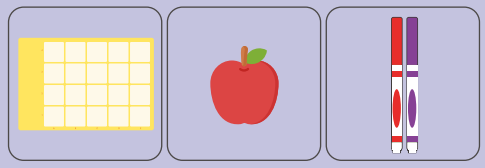
Route



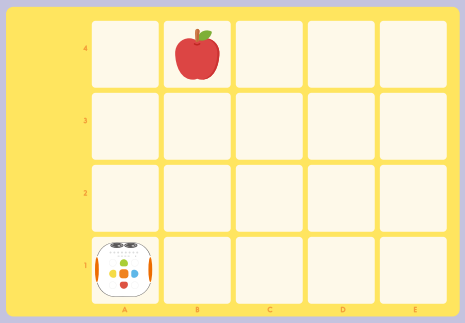
Fruit Picking

3+

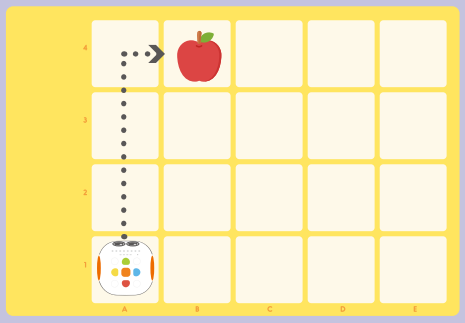
Materials



1 Place Tale-Bot and a fruit on the map.



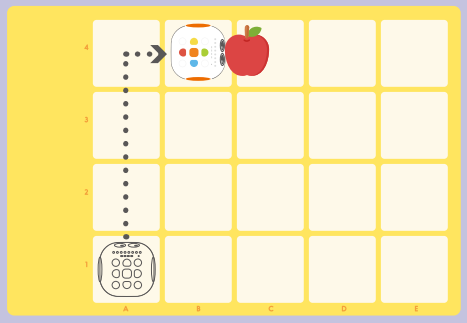
2 Draw a route from Tale-Bot to the fruit.

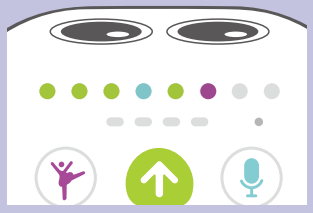


Note

Route: a particular way or direction between two places.

3 Program Tale-Bot to pick up the fruit according to the route, and dance to celebrate.





Bonus

Program Tale-Bot to pick up the fruit and say "The apple is so delicious!"

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A-10

Cross-Curricular

Coding CS

Class Hours

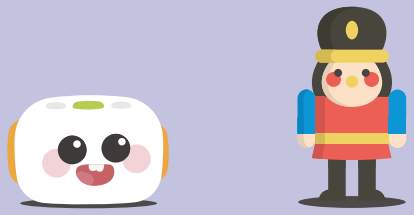
1

Tale-Bot Guard I

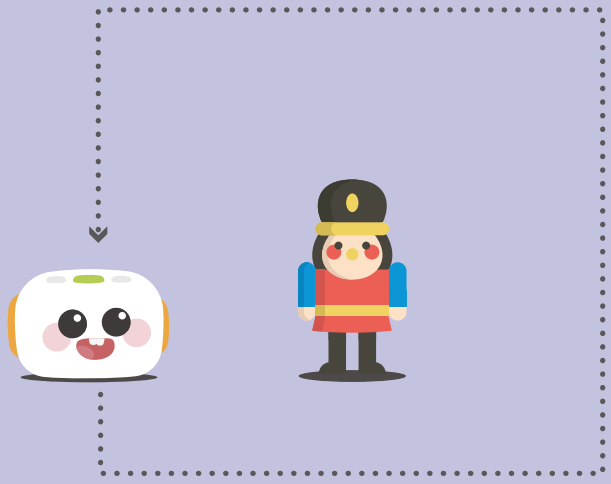
Challenge

Materials

1 Place Tale-Bot and a toy on a flat surface.



2 Program Tale-Bot to move around the toy.



Try to program Tale-Bot to move around more than one toy with one program.

Exploration B

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
B-1	Sequence	My Five Senses	Science	1	3
B-2	Sequence	Counting Game	Math	1	3
B-3	Sequence	Shape Monster	Math	2	3
B-4	Sequence	Fruits & Veggies Challenge	Science	2	3
B-5	Sequence	Frog Life Cycle	Science	2	3
B-6	Sequence	Sunflower Life Cycle	Science	2	3
B-7	Sequence	Tale-Bot's Music Park I	Art	1	3
B-8	Sequence	Tale-Bot's Music Park II	Art	1	3
B-9	Sequence	Trouble Traps	Coding	1	4
B-10	Sequence	Solar System	Science	2	4
B-11	Sequence	Magnetic Collector	Science	2	4
B-12	Sequence	Community Helpers	Social Studies	2	4
B-13	Sequence	Slowest to Fastest	Math	2	4
B-14	Sequence	Tale-Bot is an Artist I	Art	2	4
B-15	Sequence	Tale-Bot is an Artist II	Art	2	Challenge

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B-1

Cross-Curricular

Science

Class Hours

1

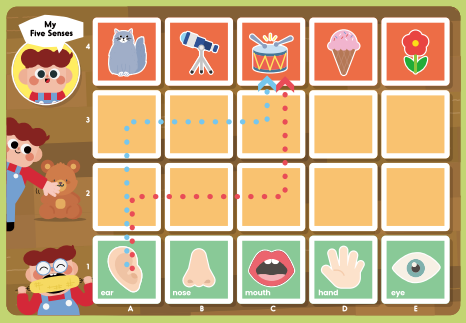
My Five Senses

3+

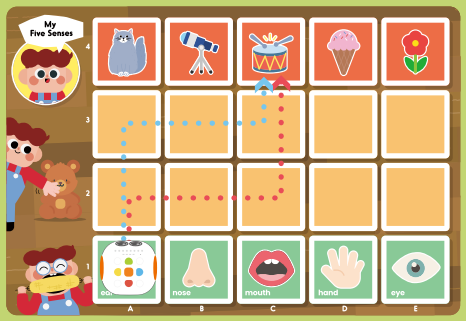
Materials

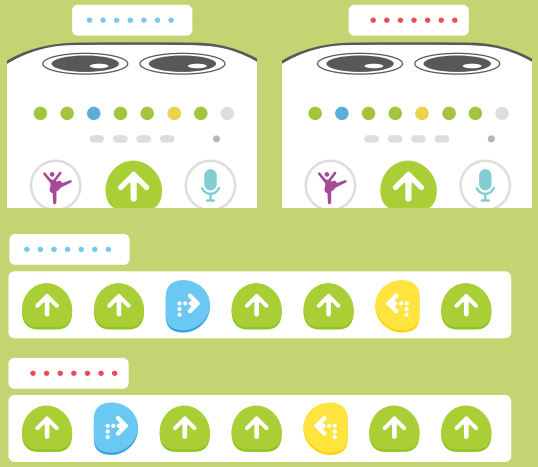
1 Study the 5 senses.

2 Observe the "My Five Senses" map. Plan different routes for the same programming task and use different erasable colored pens to draw the routes on the map.



3 Program Tale-Bot to play the "My Five Senses" matching game according to the routes.





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B-2

Cross-Curricular

Math

Class Hours

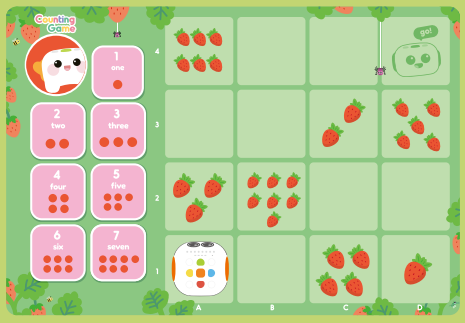
1

Counting Game

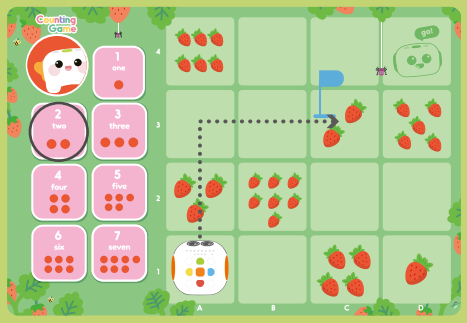
3+

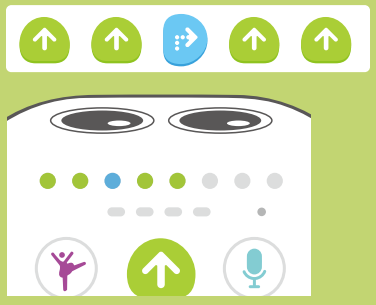
Materials

1 Observe the “Counting Game” map, and review the numbers 1-7.



2 Select a number and program Tale-Bot to go to the grid with the same amount of strawberries as the number selected. (An example is shown below.)

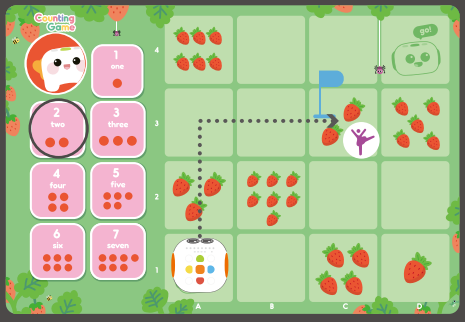


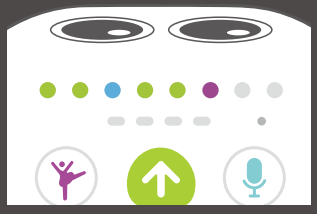


3 If the correct grid is found, start another round. If not, revise the program.

Bonus

Play music to celebrate once Tale-Bot reaches the correct grid.





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B-3

Cross-Curricular

Math

Class Hours

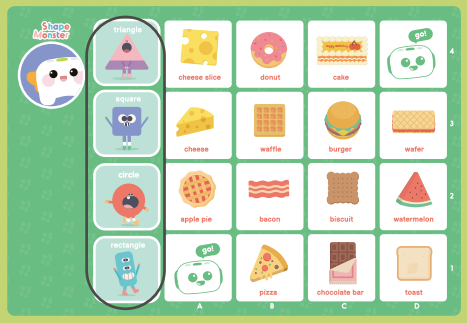
2

Shape Monster

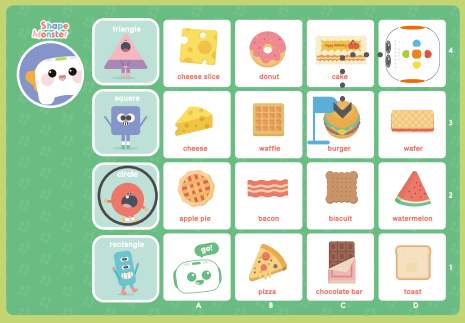
3+

Materials

1 Observe the "Shape Monster" map, and learn to differentiate between the four shapes: triangle, square, circle, and rectangle.



2 Select a shape and program Tale-Bot to reach one food of the same shape. (An example is shown below.)



3 If the correct food is found, start another round. If not, revise the program.

Play music to celebrate once Tale-Bot reaches the correct food on the grid.

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B-4

Cross-Curricular

Science

Class Hours

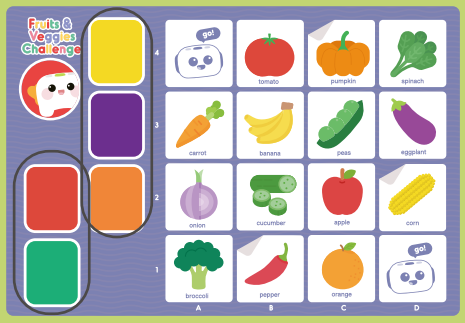
2

3+

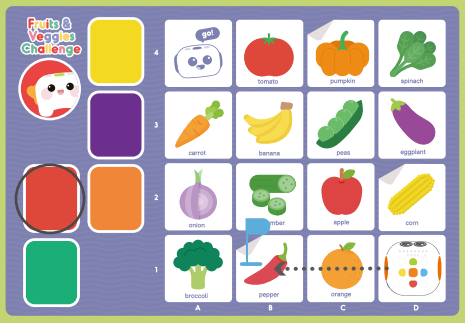
Fruits & Veggies Challenge

Materials

1 Observe the "Fruits & Veggies challenge" map, and learn to differentiate between the five colors: yellow, purple, orange, red, and green.



2 Select a color and program Tale-Bot to reach a fruit or vegetable of the same color. (An example is shown below.)



3 If the correct fruit or vegetable is found, start another round. If not, revise the program.

Bonus

Play music to celebrate once Tale-Bot reaches the correct fruit or vegetable.

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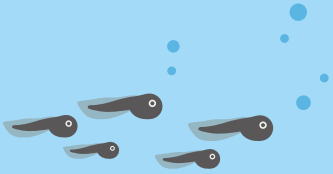
B-5

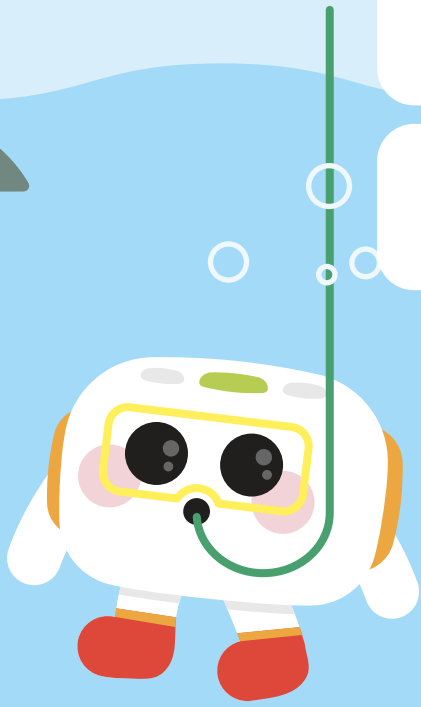
Cross-Curricular

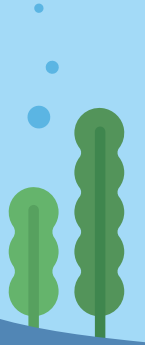
Science

Class Hours

2





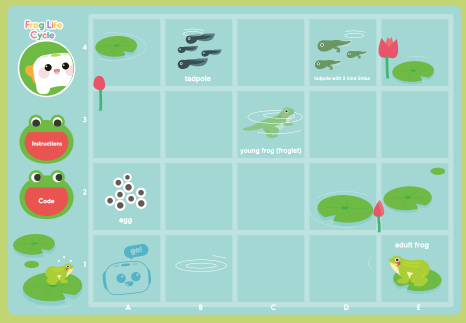


Frog Life Cycle

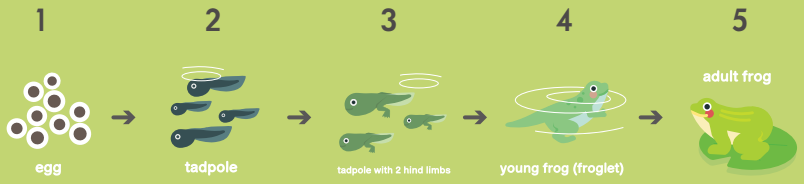
3+

Materials

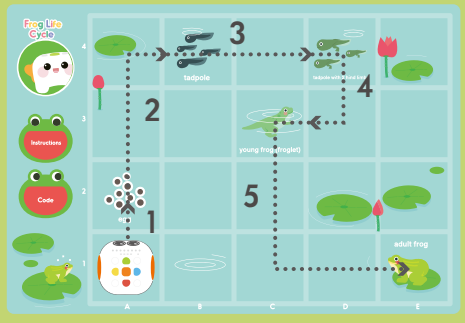
1 Observe the “Frog Life Cycle” map, and learn to use the interactive map.



2 Enter the "Instructions" mode, and learn about the life cycle of frogs.



3 Enter the “Code” mode and program Tale-Bot to reach all 5 stages in the order order of the frog life cycle. (eggs→tadpole→tadpole with 2 hind limbs→froglet→adult frog)



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B-6

Cross-Curricular

Science

Class Hours

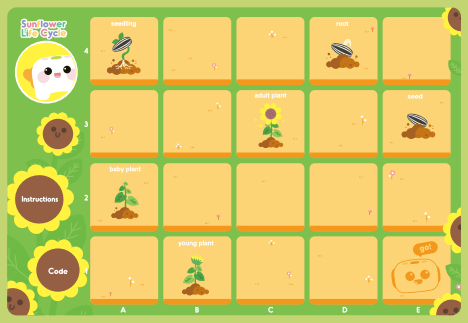
2

3+

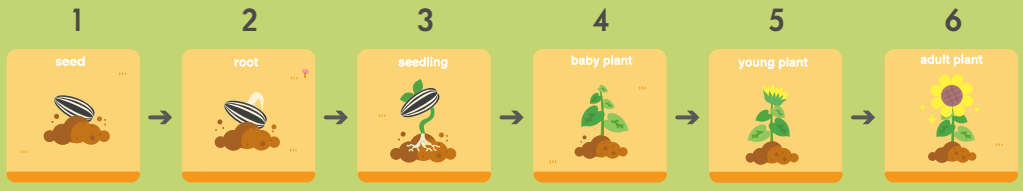
Sunflower Life Cycle

Materials

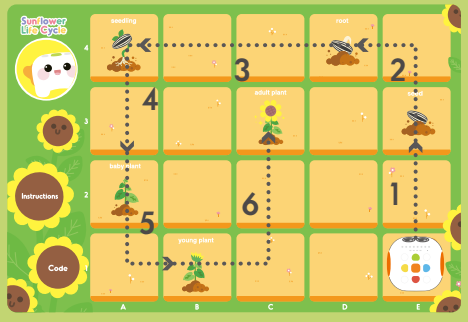
1 Observe the “Sunflower Life Cycle” map, and learn how to use this interactive map.



2 Enter the "Instructions" mode and learn about the life cycle of sunflowars.



3 Enter the "Code" mode and program Tale-Bot to reach all 5 stages in the order of the sunflower life cycle. (seed→root→seedling→baby plant→young plant→adult plant)



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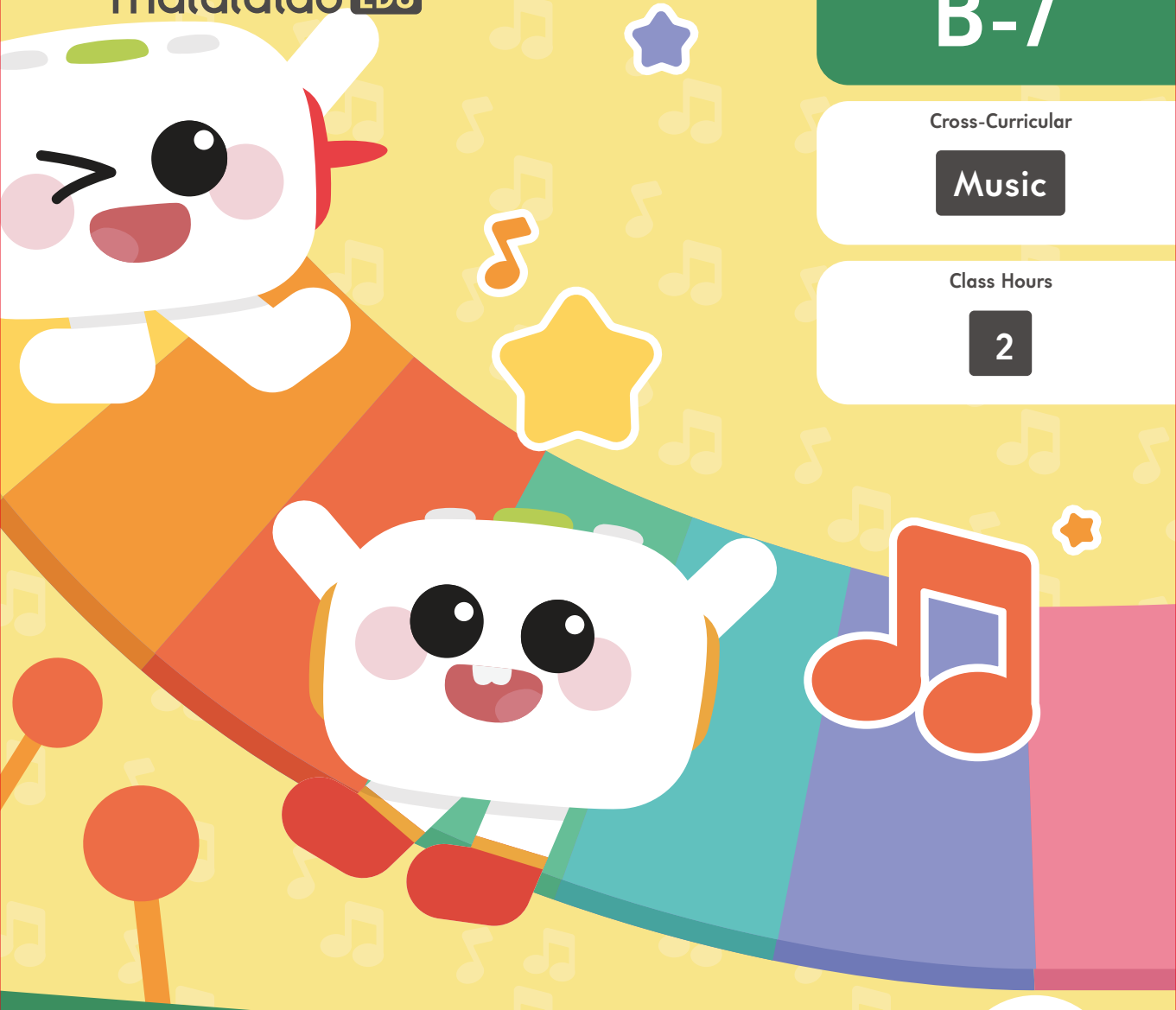
B-7

Cross-Curricular

Music

Class Hours

2

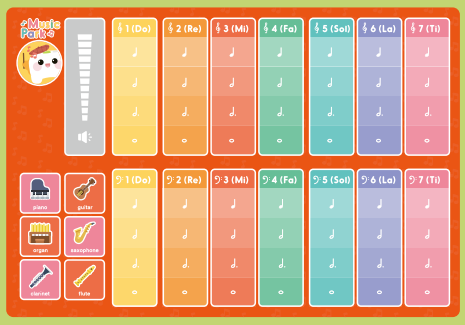


Tale-Bot's Music Park I

3+

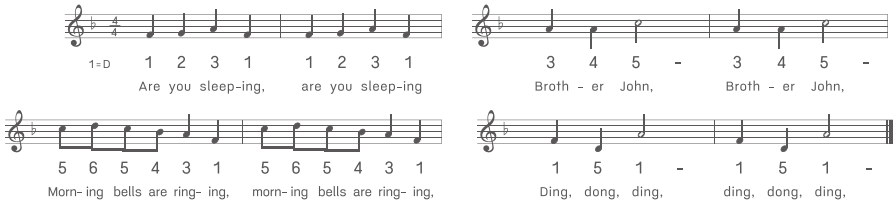
Materials

1 Observe the “Music Park” map, and explore this interactive map.

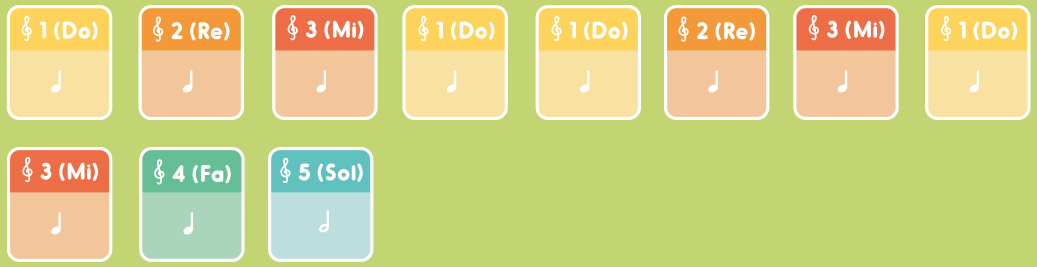


2 Sing the song “Are You Sleeping” together, and then learn the music note card.

Are you sleeping?



3 Select one instrument on the map, and play this music according to the music note card. (A sample is shown below.)



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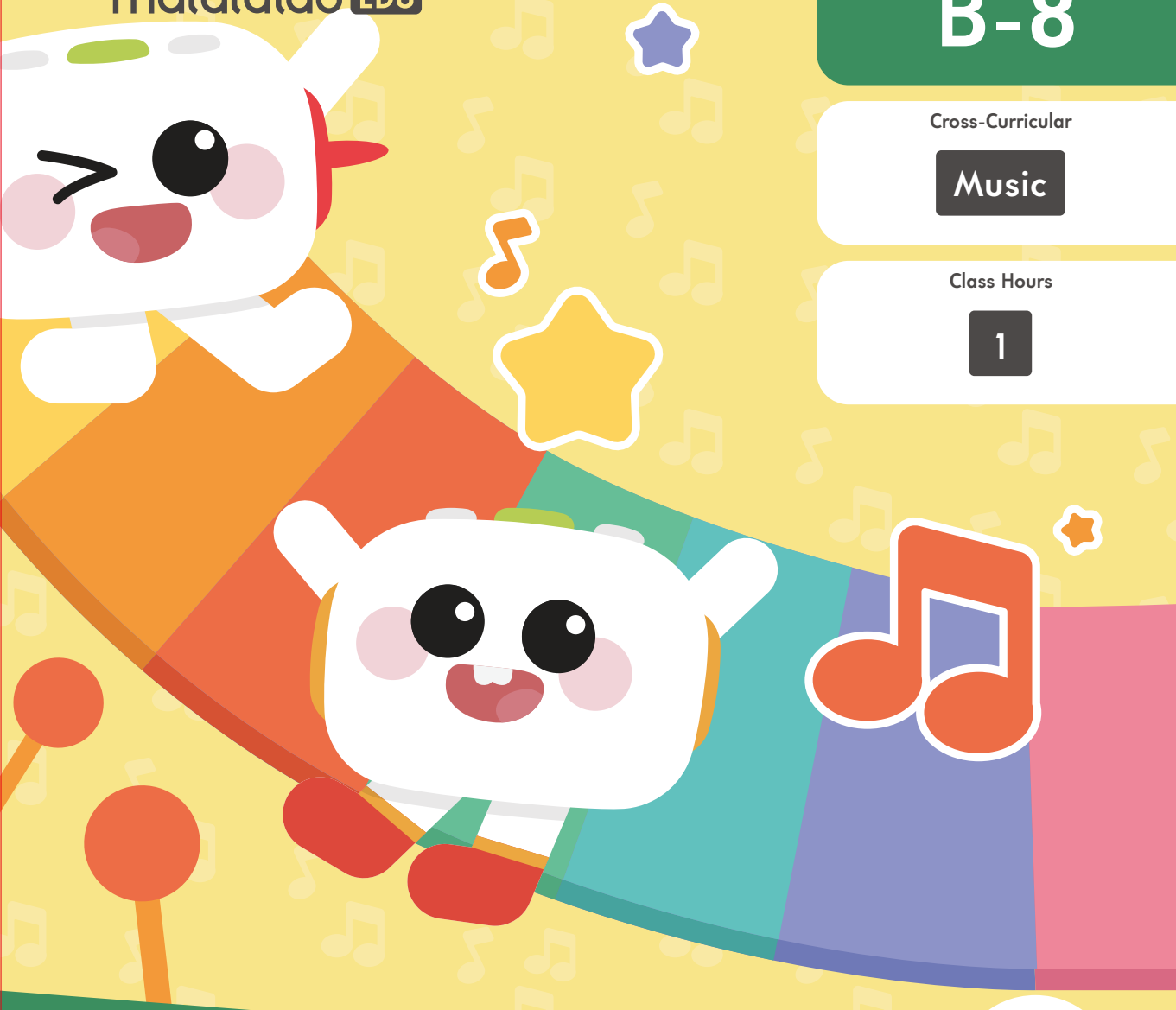
B-8

Cross-Curricular

Music

Class Hours

1

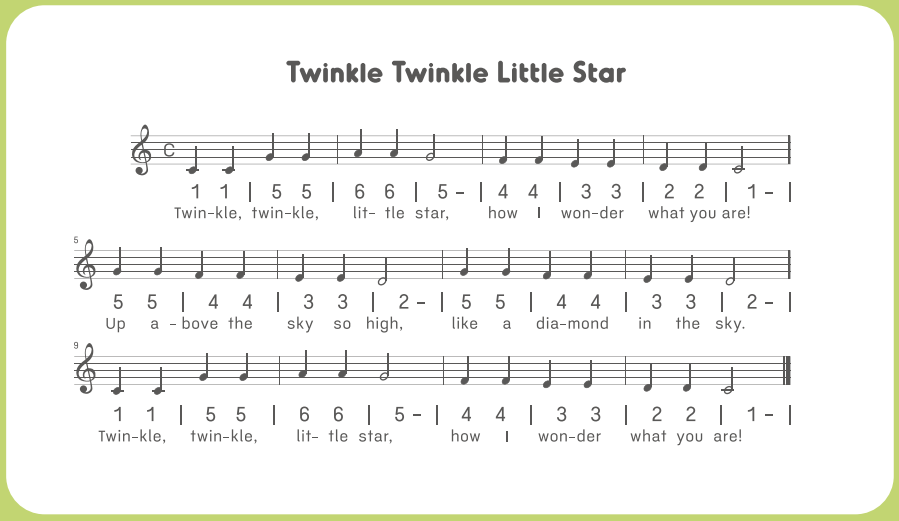


Tale-Bot's Music Park II

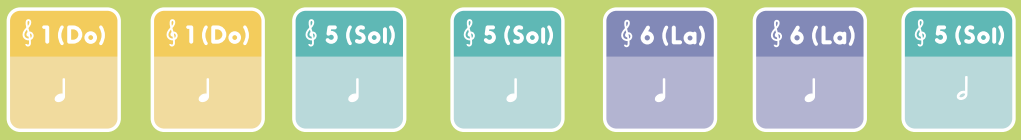
3+

Materials

1 Sing the song “Twinkle Twinkle Little Star” together, and then learn the music note card.



2 Select one instrument on the map, and play this music according to the music note card. (A sample is shown below.)



Suggested change: Teachers can find or create more music note cards, and let students play more songs.

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B-9

Cross-Curricular

Science

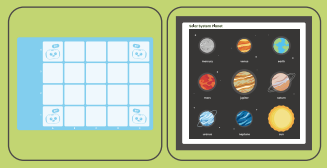
Class Hours

2

Solar System

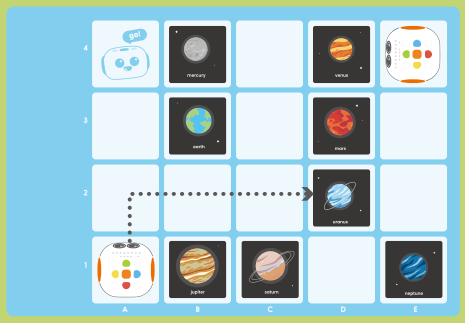
3+

Materials



1 Learn the 8 solar system planets, and place the 8 solar system planet stickers on the map as shown below.

2 Select one planet. Have students choose one starting point and program Tale-Bot to find the selected planet. (Note: Avoid other planets.)



Bonus

Teachers need to prepare some basic knowledge about the solar system in advance. If students already have basic knowledge of the solar system, then prepare some questions about the planets, for example: What is the largest planet in the solar system? Have students choose a starting point and program Tale-Bot to find the correct answer.

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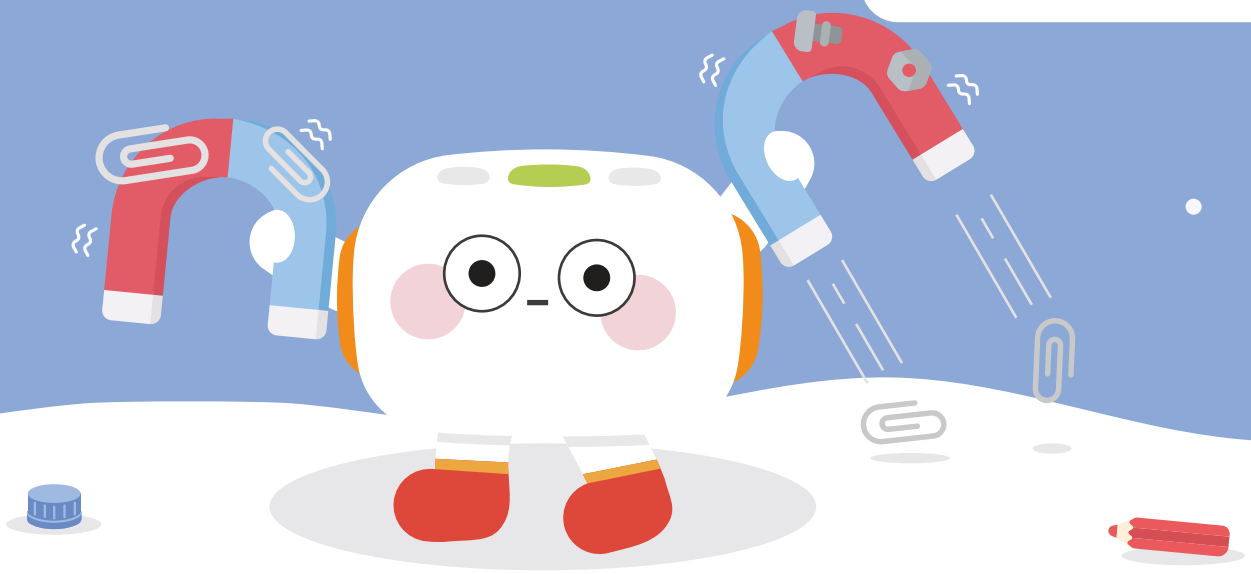
B-10

Cross-Curricular

Science

Class Hours

2

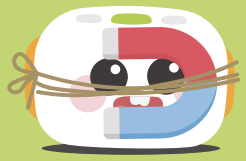


Magnetic Collector

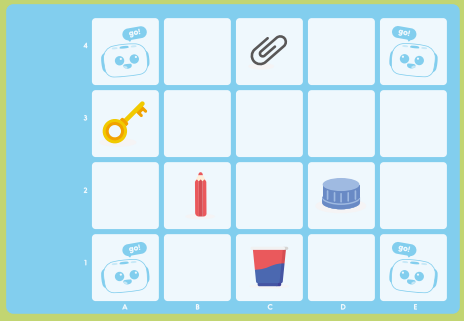
3+

Materials

1. Tie a magnet to Tale-Bot with a string (shoelace recommended).



2. Place different items on the blank map as shown below. (Teachers can also place items randomly.)



3. Choose one starting point, program Tale-Bot to collect one item and check whether the item is magnetic. (An example is shown below.)

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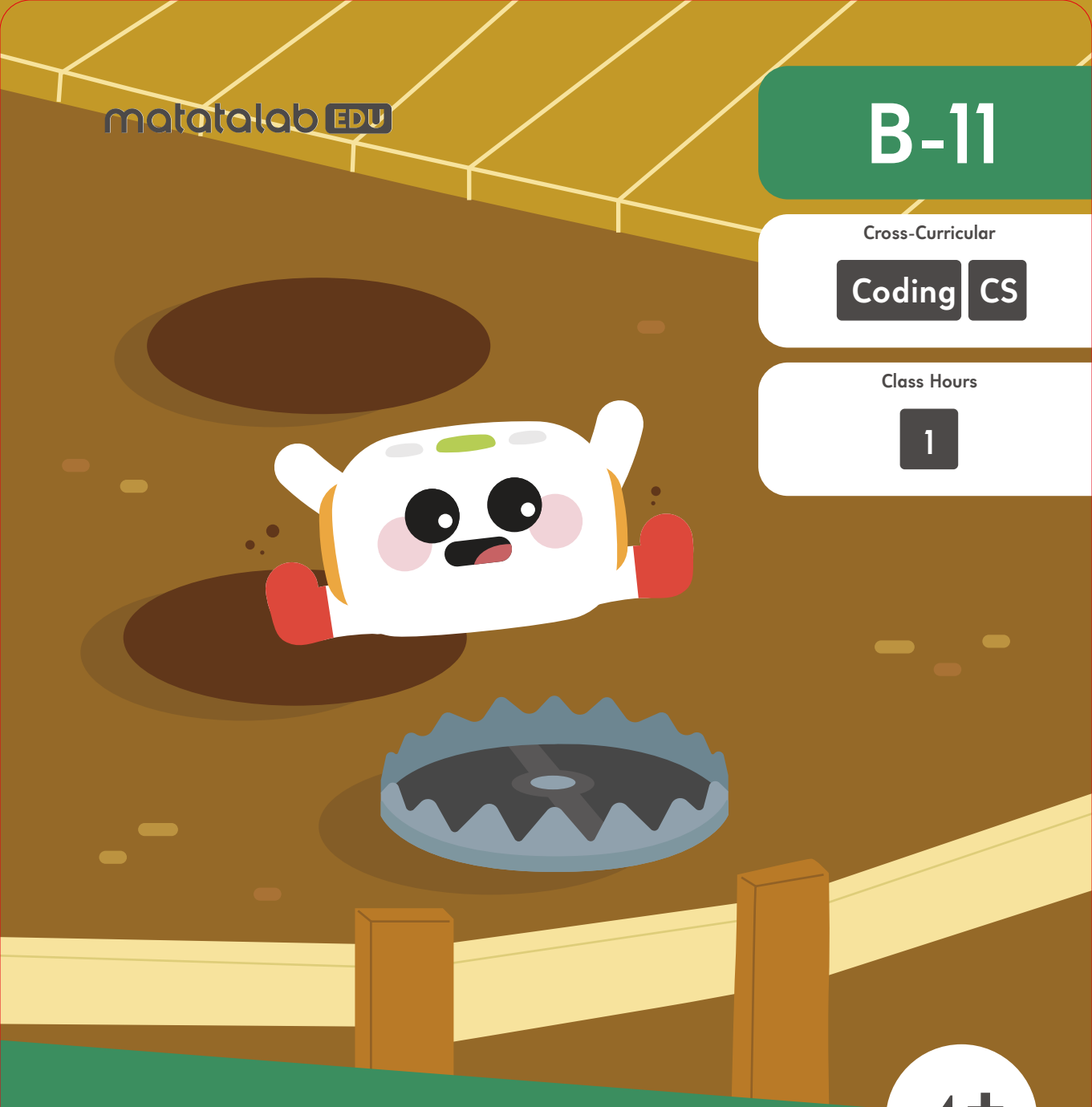
B-11

Cross-Curricular

Coding CS

Class Hours

1



Trouble Traps

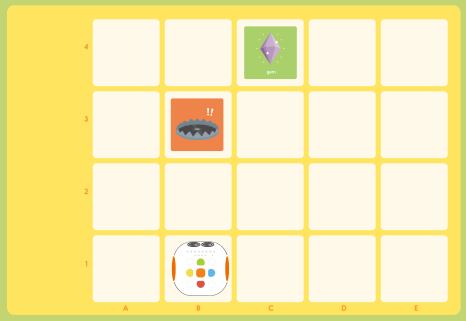
4+

Materials

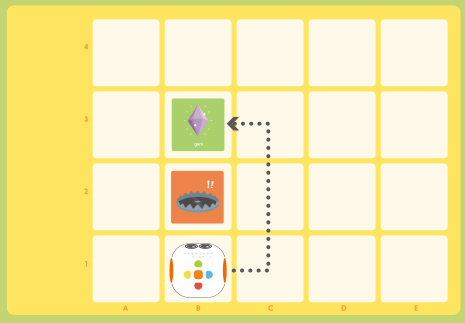
1 Place Tale-Bot, the trap stickers, and “treasures” on the map as shown below. (These “treasures” can be stickers or any other small items.)

1.

2.



2 Program Tale-Bot to avoid traps and find the “treasures”. (An example is shown below.)



Bonus

Teachers can prepare more challenges for students to complete.

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B-12

Cross-Curricular

Social Studies

Class Hours

2

Community Helpers

4+

Materials

1. Recognize the common community helpers, and then find the corresponding community helper stickers.

2. Place the community helper stickers and the trap stickers on the map as shown below.

3. Select a community helper on the map, and program Tale-Bot to walk from the helper to his/her specific tool while avoiding the trap stickers.(An example shown below.)

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B-13

Cross-Curricular

Math

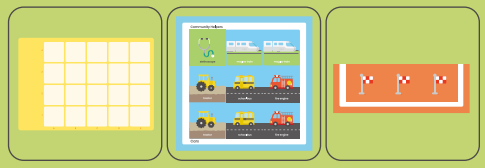
Class Hours

2

Slowest to Fastest

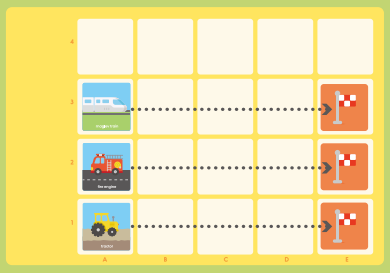
4+

Materials

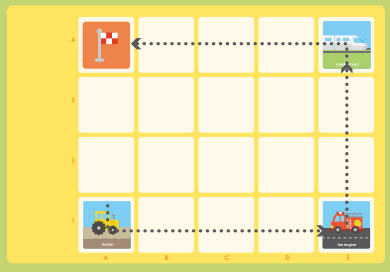


1. Recognize the 3 different types of vehicles: tractor, fire engine and maglev train.

2. Compare which vehicle is the fastest and which vehicle is the slowest according to a programming game.



3. Place three vehicle stickers and one destination sticker on the map and draw the route as shown below.



4. Place Tale-Bot at the tractor grid and program Tale-Bot to walk from the tractor to the destination according to the route by programming Tale-Bot just once.

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B-14

Cross-Curricular

Artist

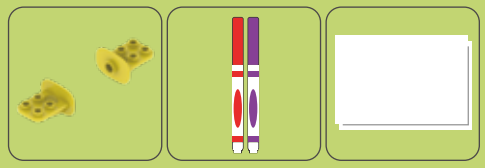
Class Hours

2

Tale-Bot is an Artist I

4+

Materials

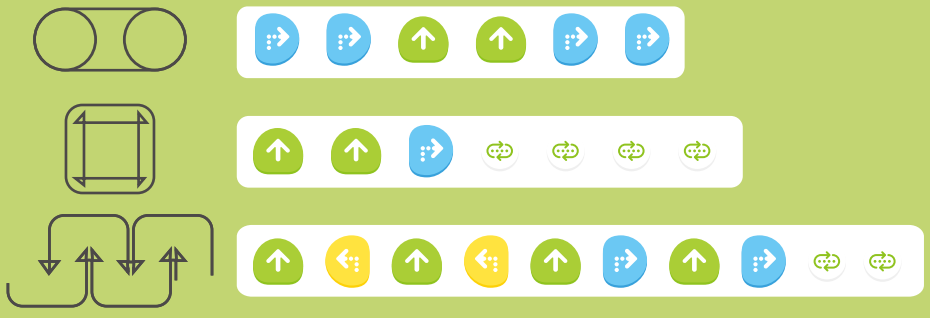


1 Observe Tale-Bot's multi-functional bracket, and explore how to use it to draw shapes.

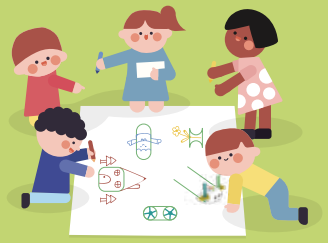
2 Use the following programs to draw beautiful shapes.

Draw the shapes with a single pen

Draw the shape with two pens



3 Have students color in the shapes in groups, add more details to the shapes and together create art works of their own.



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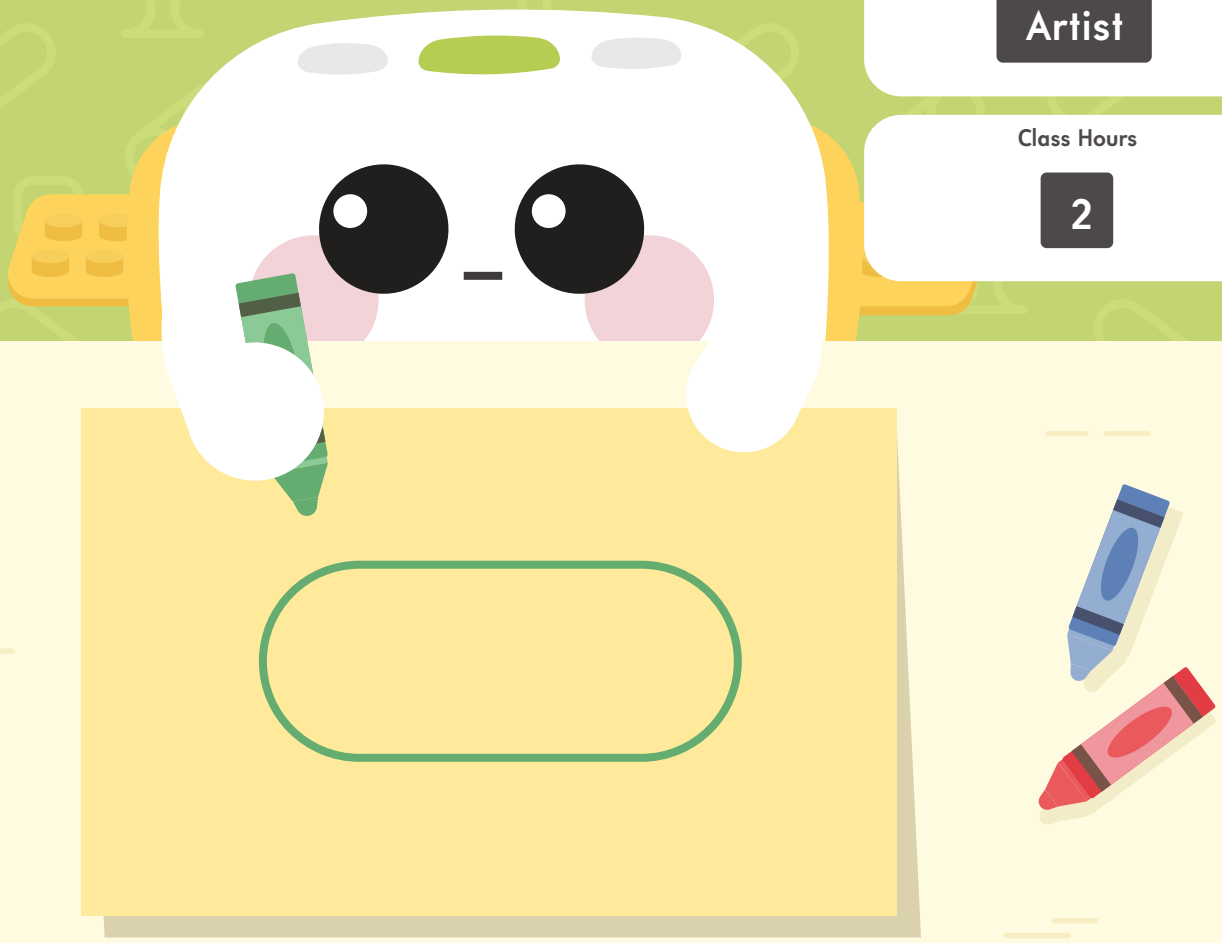
B-15

Cross-Curricular

Artist

Class Hours

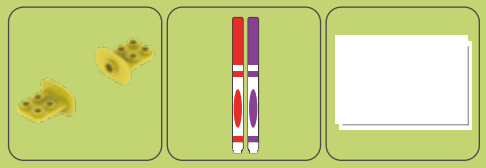
2



Challenge

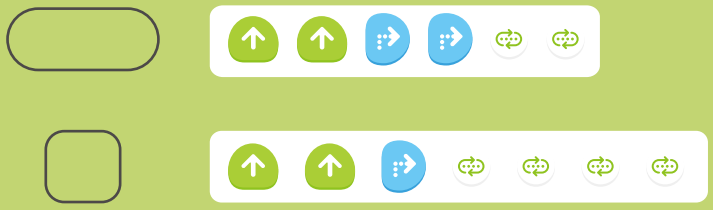
Tale-Bot is an Artist II

Materials



1 Use the following programs to draw beautiful shapes.

Draw the shape with a single pen



Draw the shapes with two pens

2 Have students color in the shapes in groups, add more details to the shapes and together create art works of their own.

Pattern Recognition

C

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
C-1	Loops	Find the Patterns	Math	1	4
C-2	Loops	Tireless Dancer	Math	1	4
C-3	Loops	Capable Repeat Button	Math	1	4
C-4	Loops	Hardworking Bees	Math	1	4
C-5	Loops	Tale-Bot Guard II	Math	1	4
C-6	Loops	Carrot Picking	Math	1	4
C-7	Loops	Pumpkin Picking	Math	1	Challenge

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C-1

Cross-Curricular

Coding

Class Hours

1

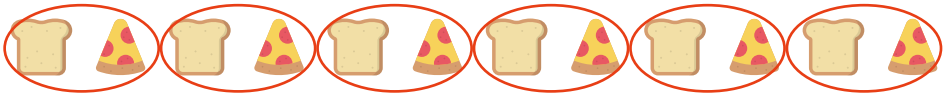
ABAB

Find the Patterns

4+

Circle the repetitive food icons in each line, count how many times the icons repeat, then fill in the number of repetitions at the end of each line. (The tasks could be printed on paper or displayed on the screen.)

Example:



6

Bonus

Teachers can prepare more 'Find the Patterns' challenges for students to complete.

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C-2

Cross-Curricular

Coding

Class Hours

1

Tireless Dancer

4+

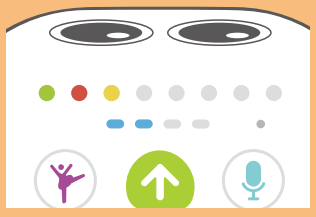
1 Identify the "Repeat button", and enter the following programs. Then observe how Tale-Bot works according to each program.

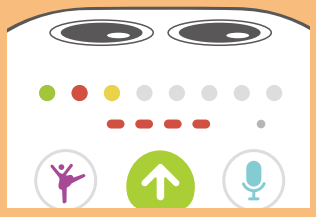
1. 
2. 
3. 
4. 
5. 

2 Try again! Once the students finish one program, observe the coding indicators and the repeat indicators. (Examples are shown below.)

2. 

5. 





3 Use  to design dance steps, then use  to repeat the dance steps for several times.

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C-3

Cross-Curricular

Coding

Class Hours

1

Capable Repeat Button

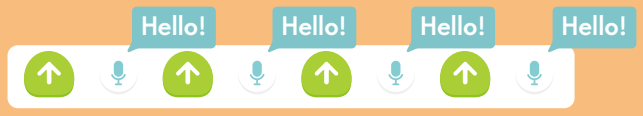
4+

1 Enter the following programs, and observe how Tale-Bot works according to each program. (The programs could be printed on paper or displayed on the screen.)

1. 

2. 

3. 

4. 

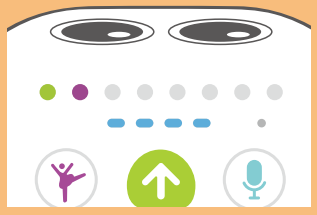
5. 

2 Circle the repeating parts of each program, count how many times the icons repeat, then fill in the number of repetitions at the end of each line. (An example is shown below.)

 4

3 Try to use the Repeat button to simplify all programs. (An example is shown below.)

4



Bonus

Try to use the Repeat button to program Tale-Bot and make it keep moving forward.

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C-4

Cross-Curricular

Coding CS

Class Hours

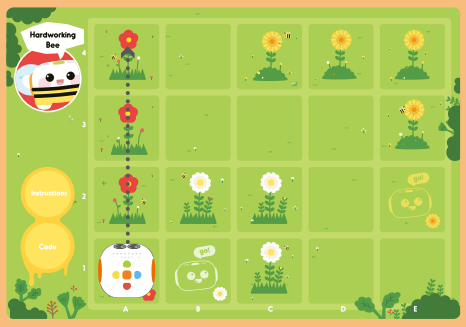
1

Hardworking Bee

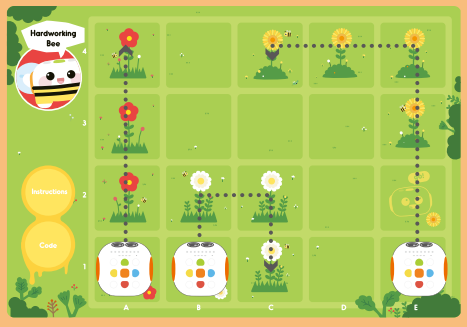
Materials

1 Observe the “Hardworking Bee” map, learn and explore how to use the interactive map.

2 Enter the "Instructions" mode, and observe Tale-Bot’s actions. Pay attention to the lights on the coding indicators and the repeat indicators. (An example is shown below.)



3 Enter the “Code” mode, and try to program Tale-Bot to collect nectar from all the same colored flowers with only one program by using the Repeat button.



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C-5

Cross-Curricular

Coding CS

Class Hours

1

Tale-Bot Guard II

4+

Materials

1. Place Tale-Bot and a toy on a flat surface.

2. Program Tale-Bot to move around the toy, and use the command cards to record the program.

3. Find the repeating units of the program and use the Repeat button to simplify the program. Then use Tale-Bot to test if the simplified program is correct.

4

Bonus

Try to program Tale-Bot to move around more than one toy with one program.

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C-6

Cross-Curricular

Coding CS

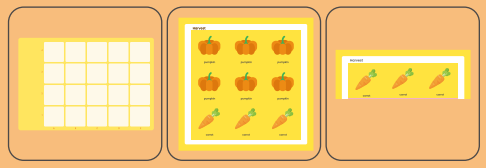
Class Hours

1

Carrot Picking

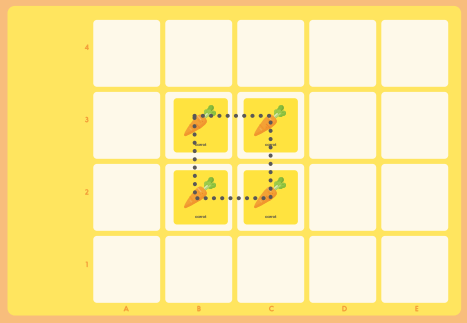
4+

Materials

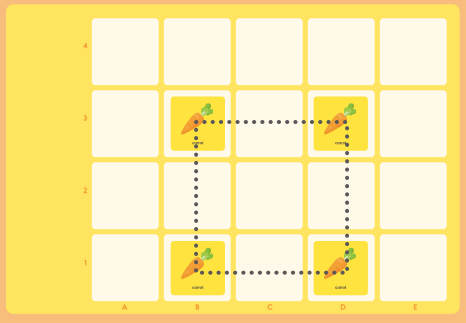


1 Place the carrot stickers on the map as shown below and use an erasable pen to draw the route.

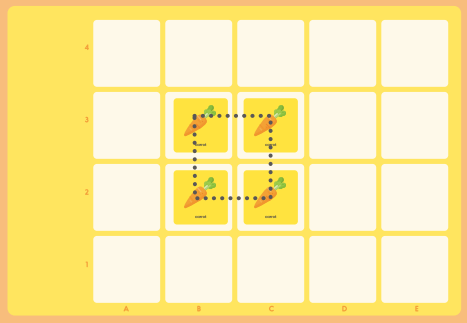
1.



2.



2 Use the command cards to record the program which will make Tale-Bot pick up all the carrots. (An example of the Task 1 program is shown below.)

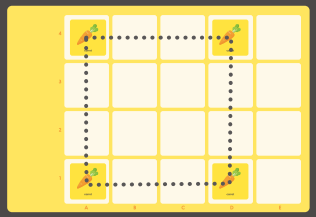


3 Find the repeating command units and use the Repeat button to simplify the program. Then use Tale-Bot to test if the simplified program is correct.

4

Bonus

Have you mastered how to use the repeat button? Here is one more extra challenge, keep on working to complete them!



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C-7

Cross-Curricular

Coding CS

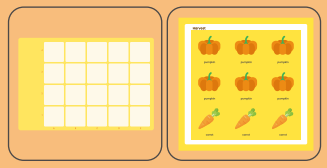
Class Hours

1

Pumpkin Picking

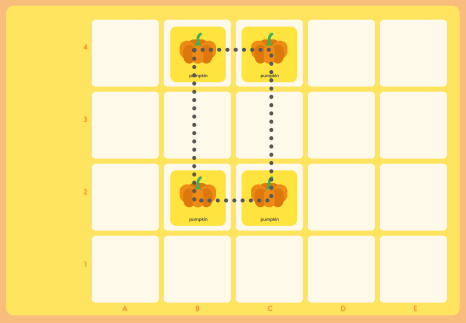
Challenge

Materials

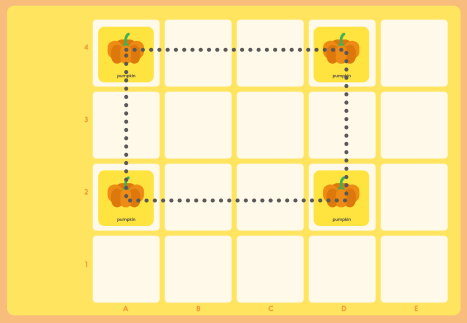


1 Place the pumpkin stickers on the map as shown below and use an erasable pen to draw the route.

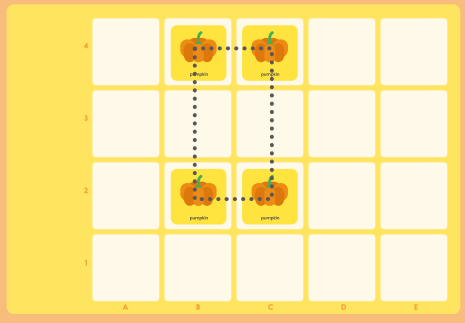
1.



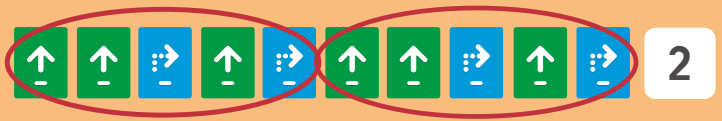
2.



2 Use the command cards to record the program which will make Tale-Bot pick up all the pumpkins. (An example of the Task 1 program is shown below.)



3 Find the repeating command units and use the Repeat button to simplify the program. Then use Tale-Bot to test if the simplified program is correct.



Overall Development

D

	Concept	Activity Name	Cross-Curricular	Class Hours	Age
D-1	Sequence	My Town	Social Studies	2	3
D-2	Sequence	Visit the Zoo	ELA	2	3
D-3	Sequence	The Little Messenger	Social Studies	1	3
D-4	Sequence	Old McDonald's Farm I	ELA	1	3
D-5	Sequence	Grocery Store	ELA	2	3
D-6	Sequence (Loops)	Patrol Car	ELA, Social Studies	2	3
D-7	Sequence (Loops)	Old McDonald's Farm II	ELA	2	4
D-8	Sequence (Loops)	Saving the Princess	ElA	2	4
D-9	Sequence (Loops)	Treasure Hunting	ELA	2	4
D-10	Sequence (Loops)	My Favorate Story Book	ELA	2	Challenge

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D-1

Cross-Curricular

Social Study

Class Hours

1

My Town

3+

Materials

1 Observe the “My Town” map, and recognize all the locations on the map.

2 Program Tale-Bot to travel around the town, and reach all the locations on the map.

3 Tell the town visiting story, and introduce each location’s function.

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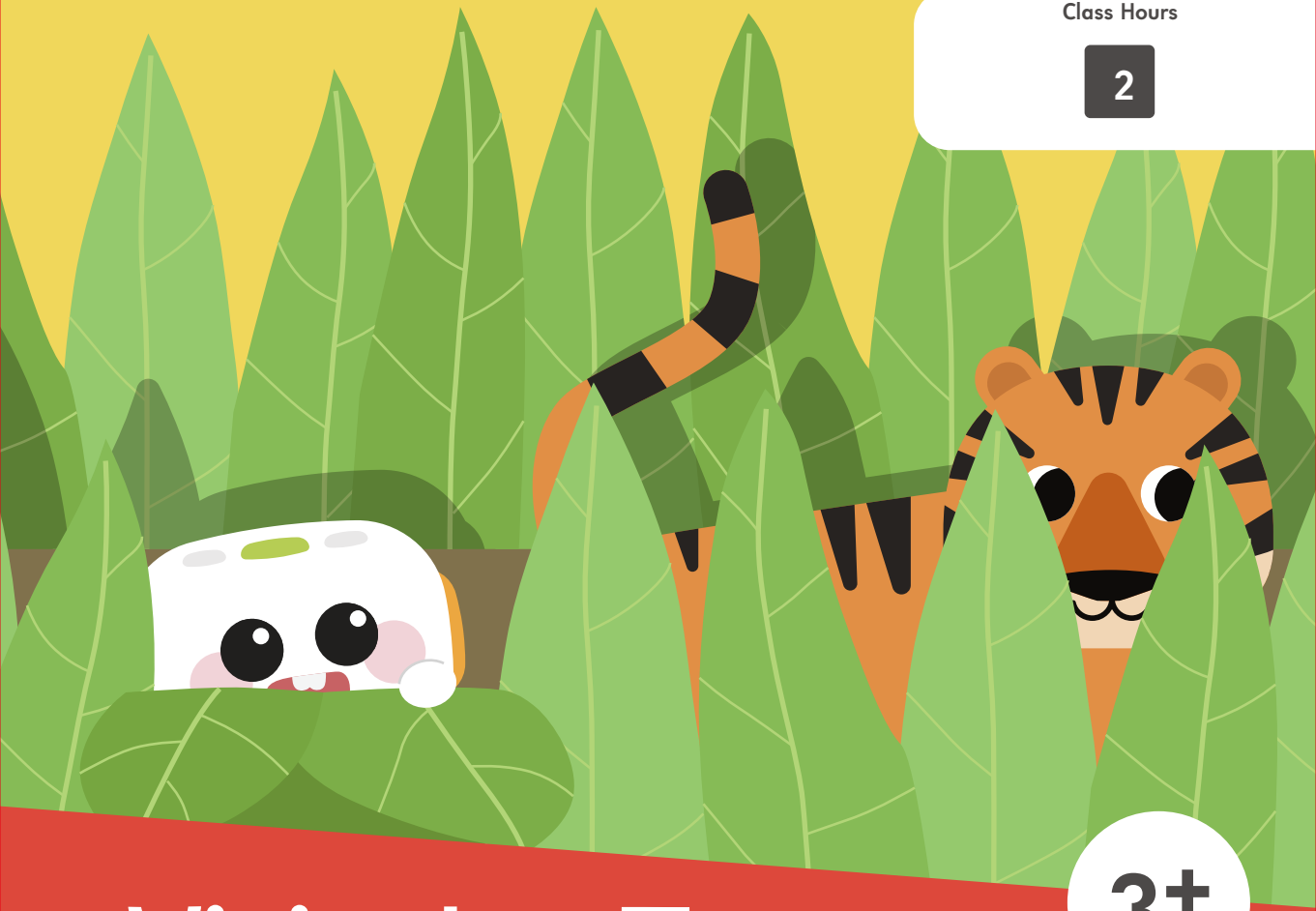
D-2

Cross-Curricular

Storytelling

Class Hours

2



Visit the Zoo

3+

Materials

1. Observe the “Visit the Zoo” map, and explore the three modes of the interactive map.

2. Enter the “Instructions” mode. Then observe Tale-Bot’s actions and listen to the zoo visiting story carefully.

3. Enter the “Code” mode. Then program Tale-Bot according to the zoo visiting story. The voice will guide students through the missions and provide instant feedback so that students can easily tell if they programed correctly.

4. Enter the “Creation” mode. Then program Tale-Bot to visit different animals in other orders, encourage students to create their zoo visiting story.

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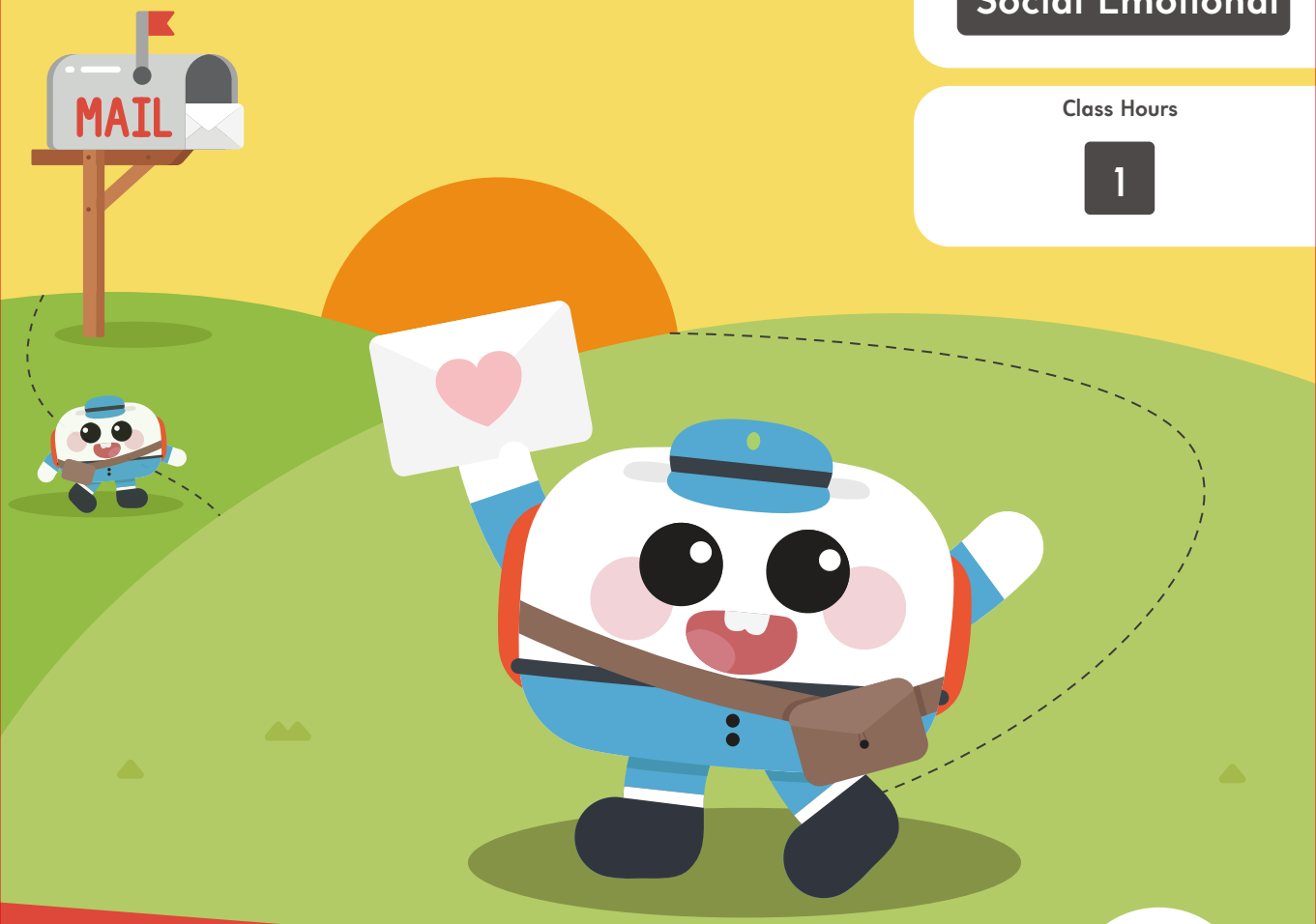
D-3

Cross-Curricular

Social Emotional

Class Hours

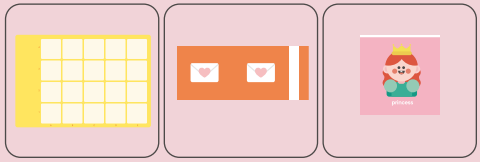
1



The Little Messenger

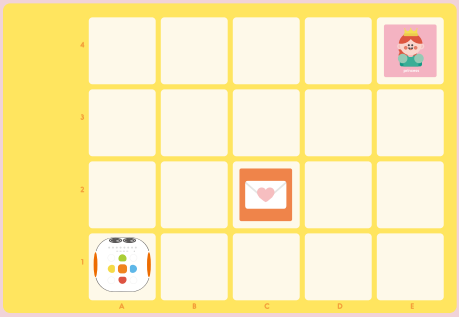
3+

Materials

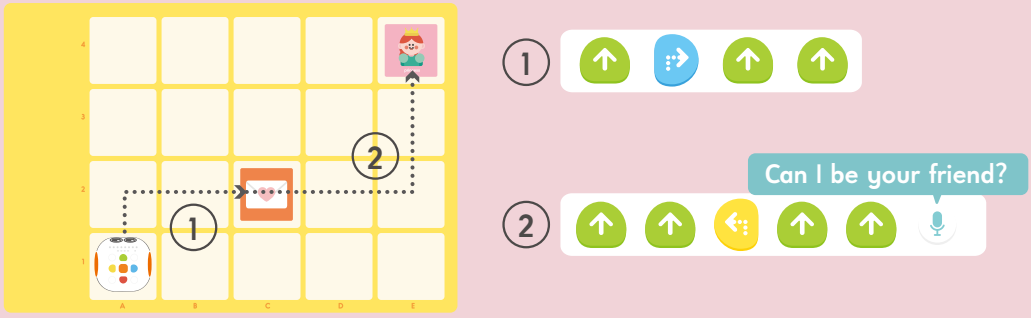


1 Introduce the envelope sticker.

2 Place Tale-Bot, the envelope sticker, and the princess sticker on the map randomly. (An example is shown below.)



3 Program Tale-Bot to go to the envelop, and then program Tale-Bot to walk from the envelope to the princess and convey the message. (An example is shown below.)



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D-4

Cross-Curricular

Storytelling

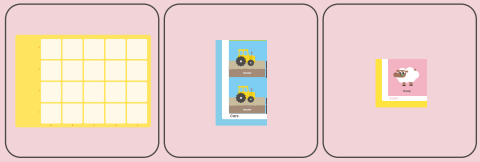
Class Hours

1

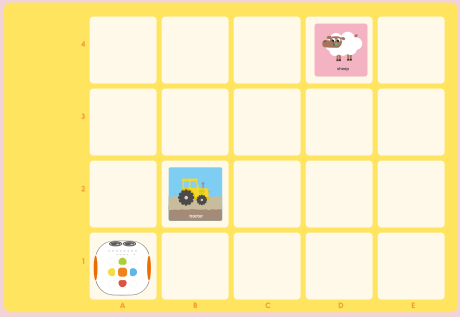
3+

Old McDonald's Farm I

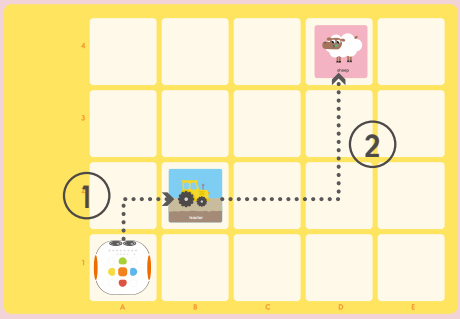
Materials



1 Place Tale-Bot, the tractor sticker, and an animal sticker on the map. (An example is shown below.)



2 Program Tale-Bot to go to the tractor first, then program Tale-Bot to go to the animal and deliver a message to that animal with the Record button.



Bonus

Students can change the positions of stickers, and try to accomplish more challenges.

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D-5

Cross-Curricular

Storytelling

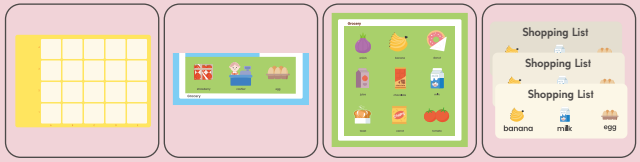
Class Hours

2

Grocery Store

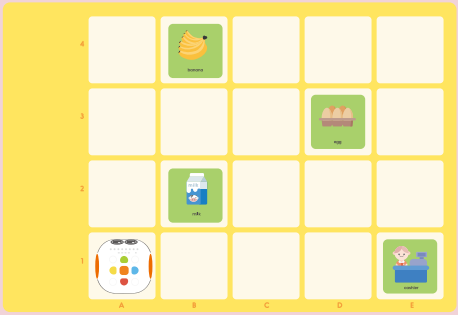
3+

Materials

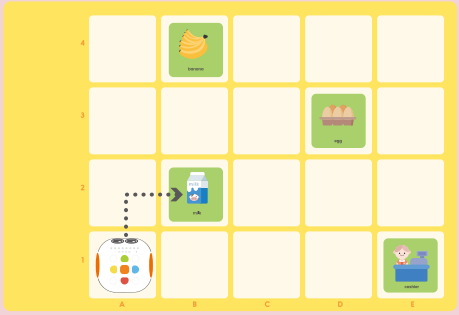


1. Select one shopping list prepared by the teacher.(Teachers need to prepare several shopping lists before the class.)

2. Pick up the food stickers according to the shopping list. Then place Tale-Bot, the food stickers, and the cashier sticker on the map randomly. (An example is shown below.)



3. Record a sentence "I need to buy....." with the Record button, then program Tale-Bot to go to the corresponding food on the grid. (An example is shown below.)



4. Program Tale-Bot to purchase all the food items on the map. Once Tale-Bot reaches each food, peel off the stick and stick it on Tale-Bot! Then program Tale-Bot to go to the cashier desk to check out.

Encourage the students! Try to purchase as much food as possible with one program.

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D-6

Cross-Curricular

Storytelling

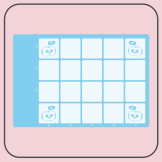
Class Hours

2

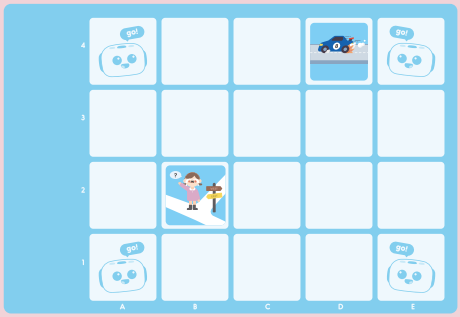
Patrol Car

3+

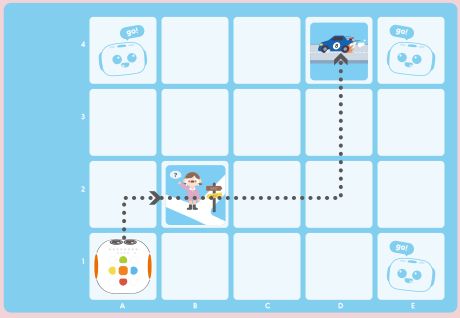
Materials



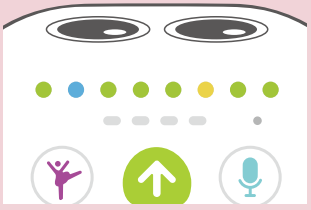
1. Select two stickers from the “Patrol Car” theme, and place them on the map randomly. (An example is shown below.)



2. Pick one starting point, use the erasable pen to draw a route, make sure make sure Tale-Bot will reach the positions of both stickers on that route. (An example is shown below.)



3. Try to program Tale-Bot police patrol car to reach the two stickers by using one program.



4. Encourage students to create and tell the story of what happened on the patrol route.

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D-7

Cross-Curricular

Storytelling Music

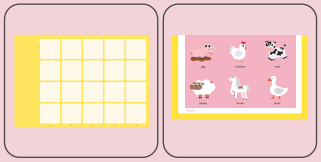
Class Hours

2

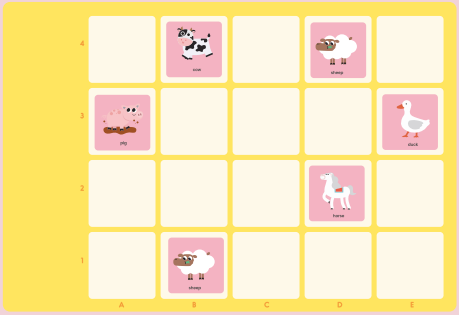
Old McDonald's Farm II

4+

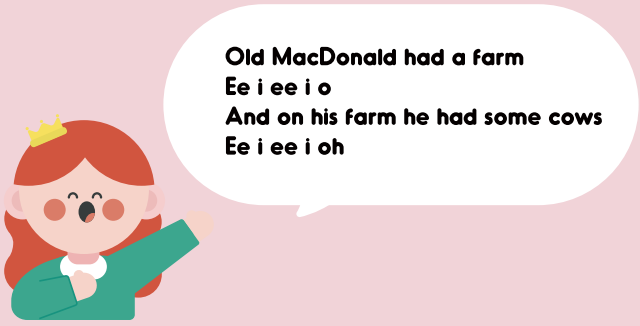
Materials



1. Place the farm animal stickers from the "Farm" theme on the map as shown below.



2. Sing the song "Old McDonald Had a Farm" and find the order to the farm animals according to the song.



3. Program Tale-Bot to reach each animal on the map according to the order that the animals appeared on the farm.

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D-8

Cross-Curricular

Storytelling

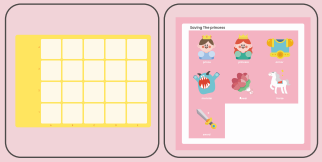
Class Hours

2

Saving the Princess

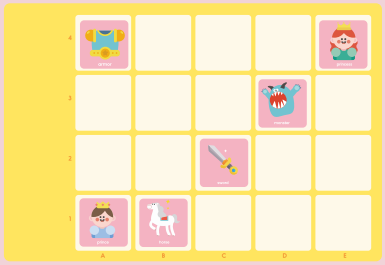
4+

Materials

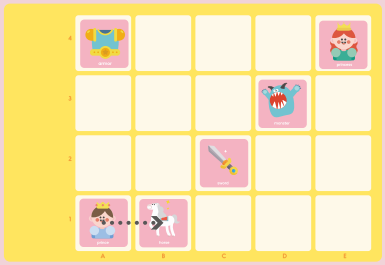


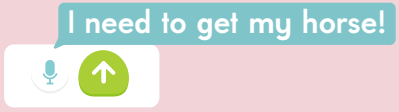
1. Check out the stickers from the "Saving the Princess" theme, and listen to the background of the story. “The prince is going to save the princess who is locked up by the monster. Tale-Bot is a good friend of the prince, and they set out together to save the princess.”

2. Place the stickers from the "Saving the Princess" theme on the map randomly. (An example is shown below.)

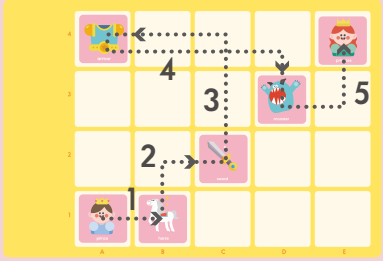


3. Tell Tale-Bot where you want to go first, and then program to reach the corresponding location! (An example is shown below.) Once Tale-Bot reaches the location, peel off the sticker and put it on the desk in order.





4. Continue to program Tale-Bot to reach all the stickers one by one, and finally save the princess.



5. According to the order of the stickers on the desk, share the story of saving the princess.

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D-9

Cross-Curricular

Storytelling

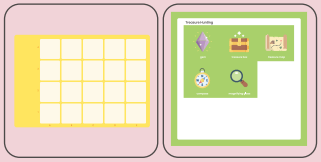
Class Hours

2

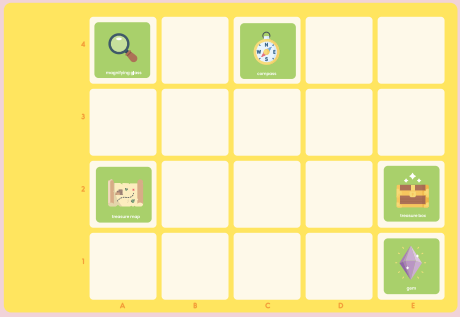
Treasure Hunting

4+

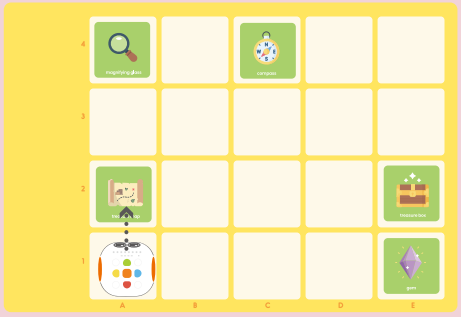
Materials

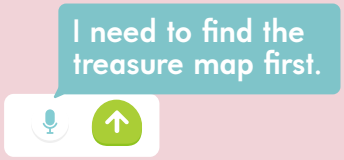


1. Place the stickers from the "Treasure Hunting" theme on the map randomly. (An example is shown below.)



2. Tell Tale-Bot where you want to go first, and then program Tale-Bot to reach the corresponding location! (An example is shown below.) Once Tale-Bot reaches the location, peel off the sticker and put it on the desk in order.





3. Continue to program Tale-Bot to reach the rest of the stickers one by one, and finally reach the treasure box or diamond.

4. According to the order of the stickers on the desk, share the story of treasure hunting.

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D-10

Cross-Curricular

Storytelling

Class Hours

2

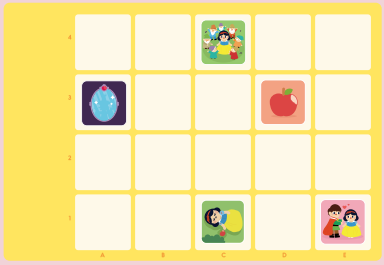
My Favorite Story Book

Challenge

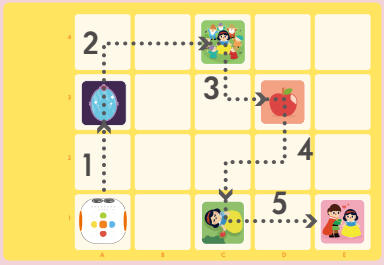
Materials

1. Listen to the story. (The teacher chooses one of the children's favorite storybooks and prints the import elements or plots of the story.)(An example is shown below.)

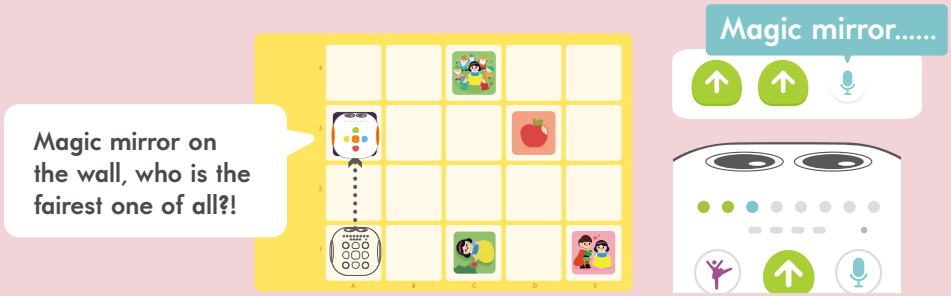
2. Place the pictures of the story elements or plots on the map randomly.



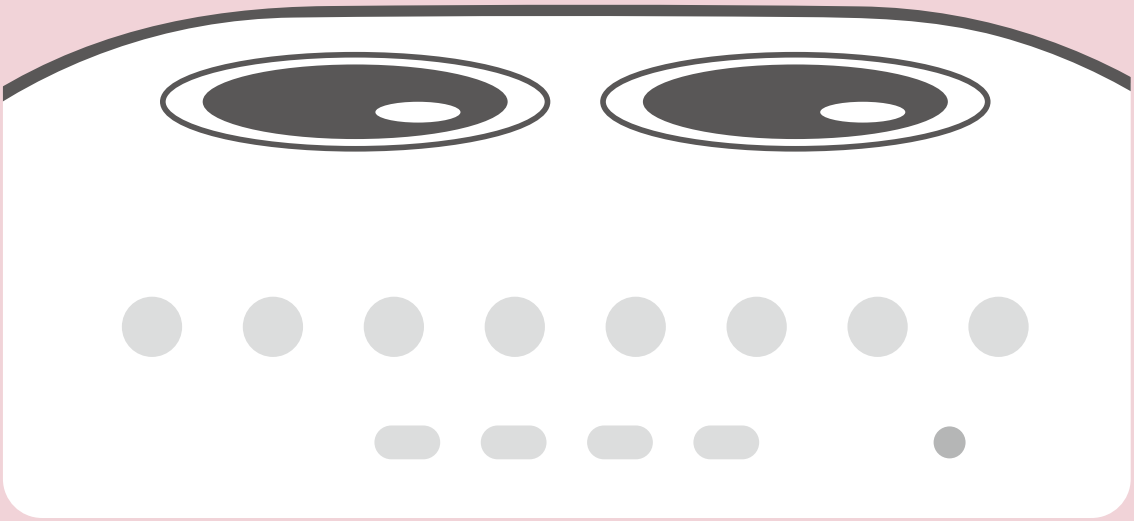
3. Program Tale-Bot to go through the story elements and plots according to the story.

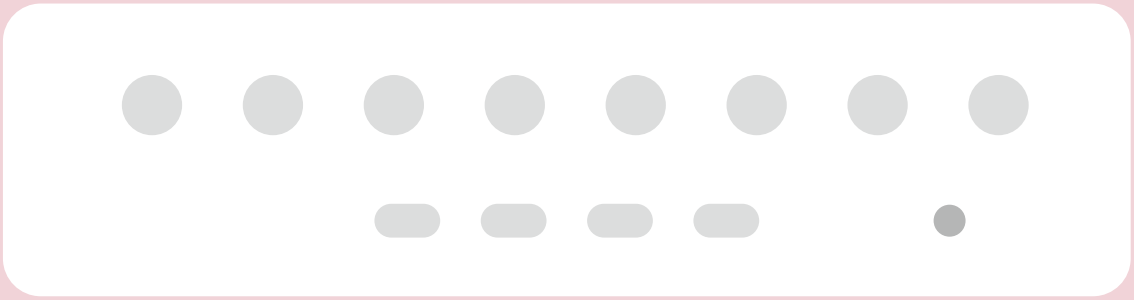


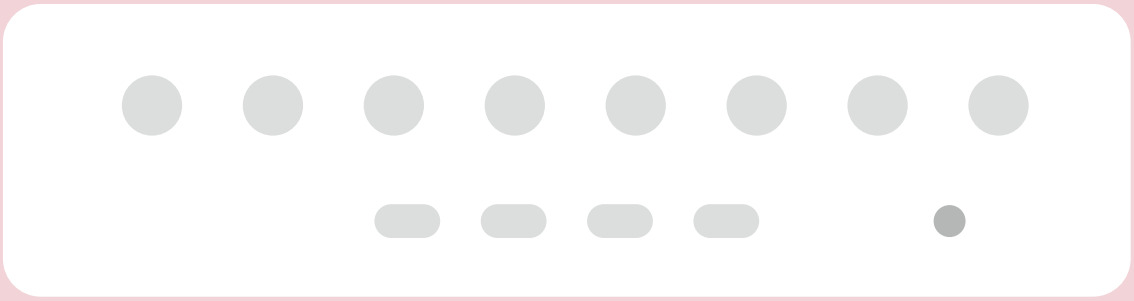
4. Try to use the Record button, program Tale-Bot to reach one story element or plot at a time, and say a sentence about it according to the element or plot.

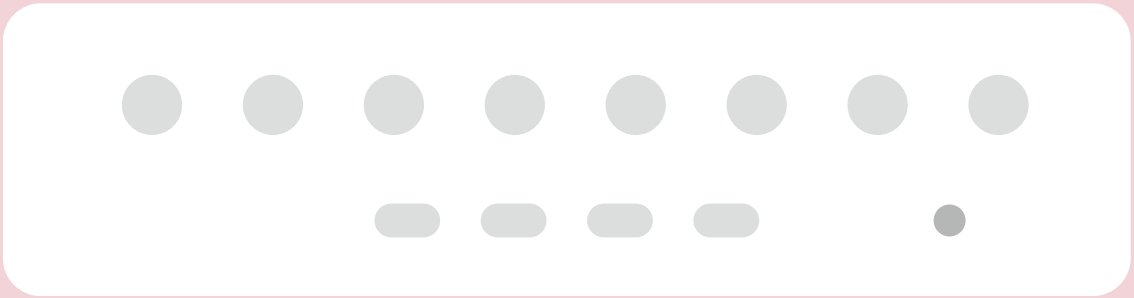


Coding Indicator Coloring Card

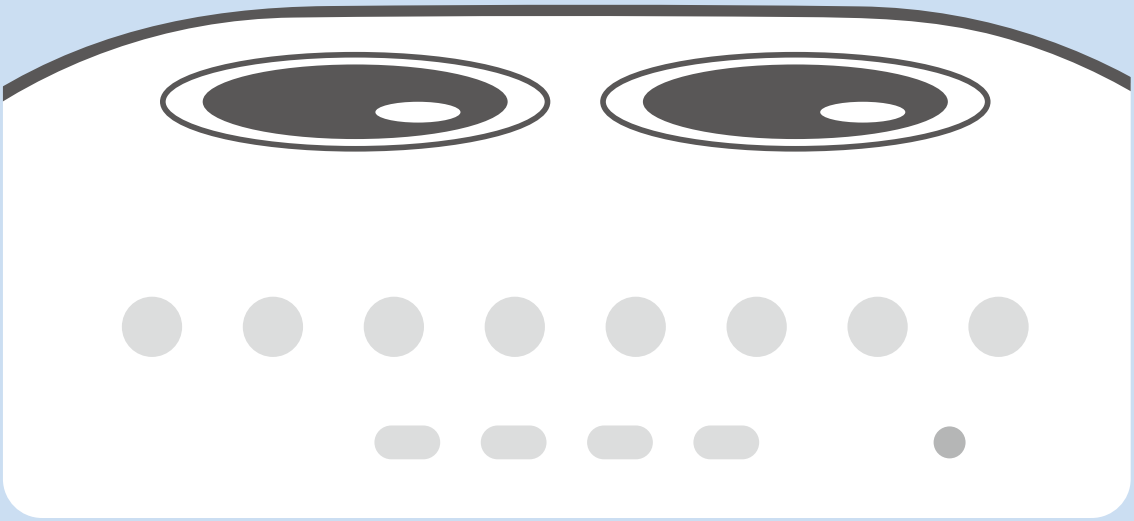


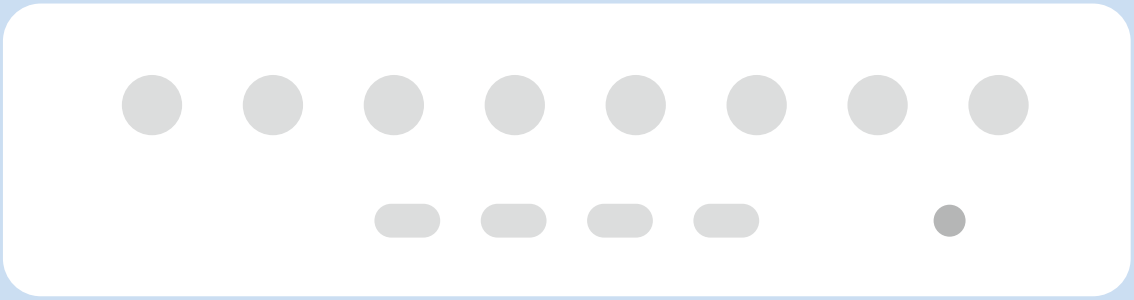


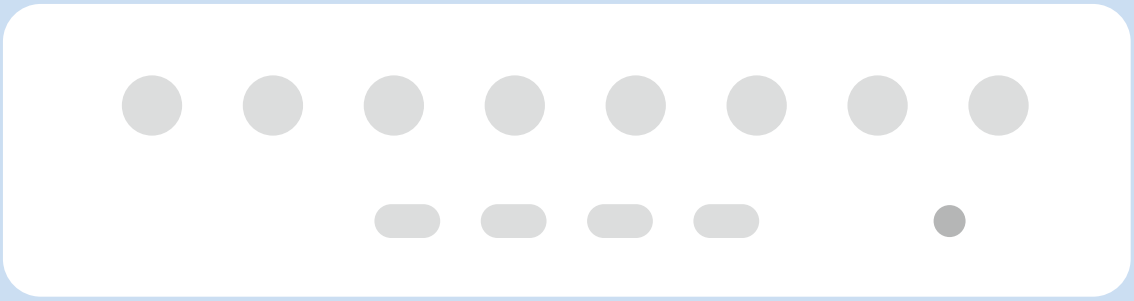


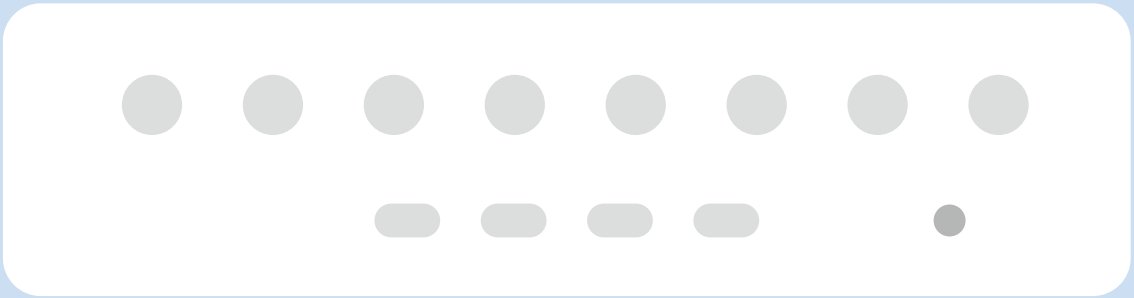


Coding Indicator Coloring Card







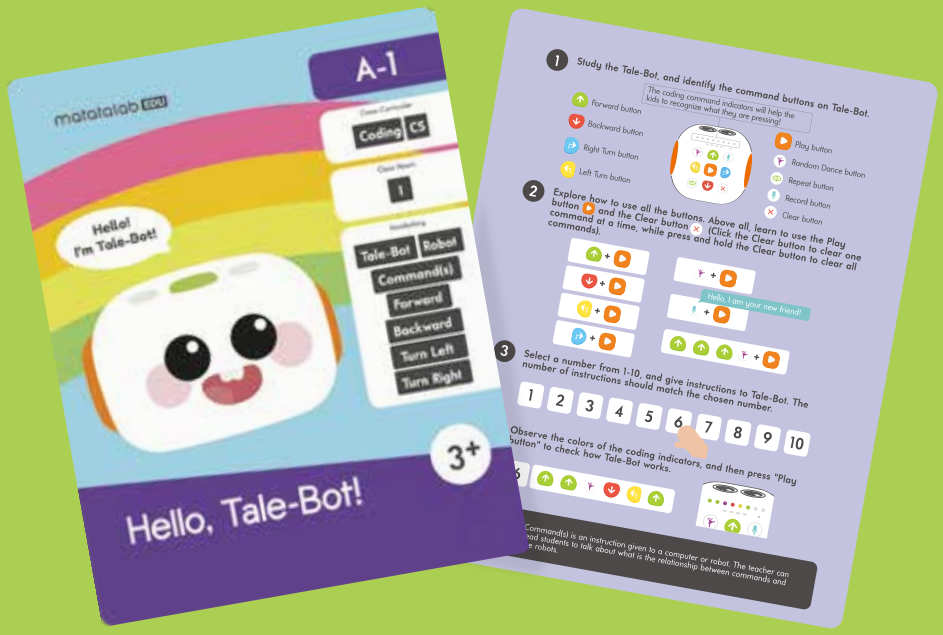


Coding concepts including

Commands | Sequence | Loops

Cross-Curricular

Math | Social Emotional | Social Studies | Science | Art



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