

Roamer



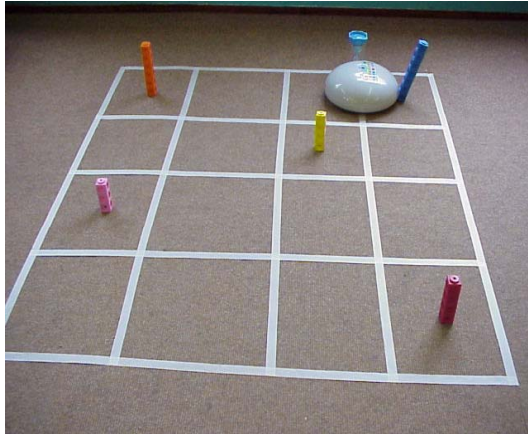
Roamer is a fantastic programmable toy that teaches a range of mathematical skills in a fun and stimulating way. The following activities have been designed to cater for a variety of ages and abilities. They can all be run in the form of a competition by timing the children for speed and accuracy.



The aim of this activity is to program Roamer to move forwards or backwards to land on a specified number. This can be adapted depending on school resources. A simple road/street map could also be used and the children are to program Roamer to reach a certain house number.

The second activity is slightly more advanced and can involve turning Roamer as well as moving forwards and backwards. The aim is to program Roamer to reach a specified spot on the street map such as the fire station or park in the fastest and most effective way. The children could work individually or in pairs depending on age or ability.





The final activity is the 'Tower Challenge.' The aim of the game is to knock over as many towers of cubes on the grid in a set period of time. The grid can be easily made on the carpet using tape or carpet tiles. The cube towers need to be positioned in the same place each game to ensure the competition is fair. Points can be awarded for knocking towers down and the number of points can be decided as a school. The more able children could have towers of various heights and the taller towers score higher points.

So,

Get Programming

Get scoring

And ultimately **HAVE
FUN!**