

Robo

Line Master 1 (Assessment Master)

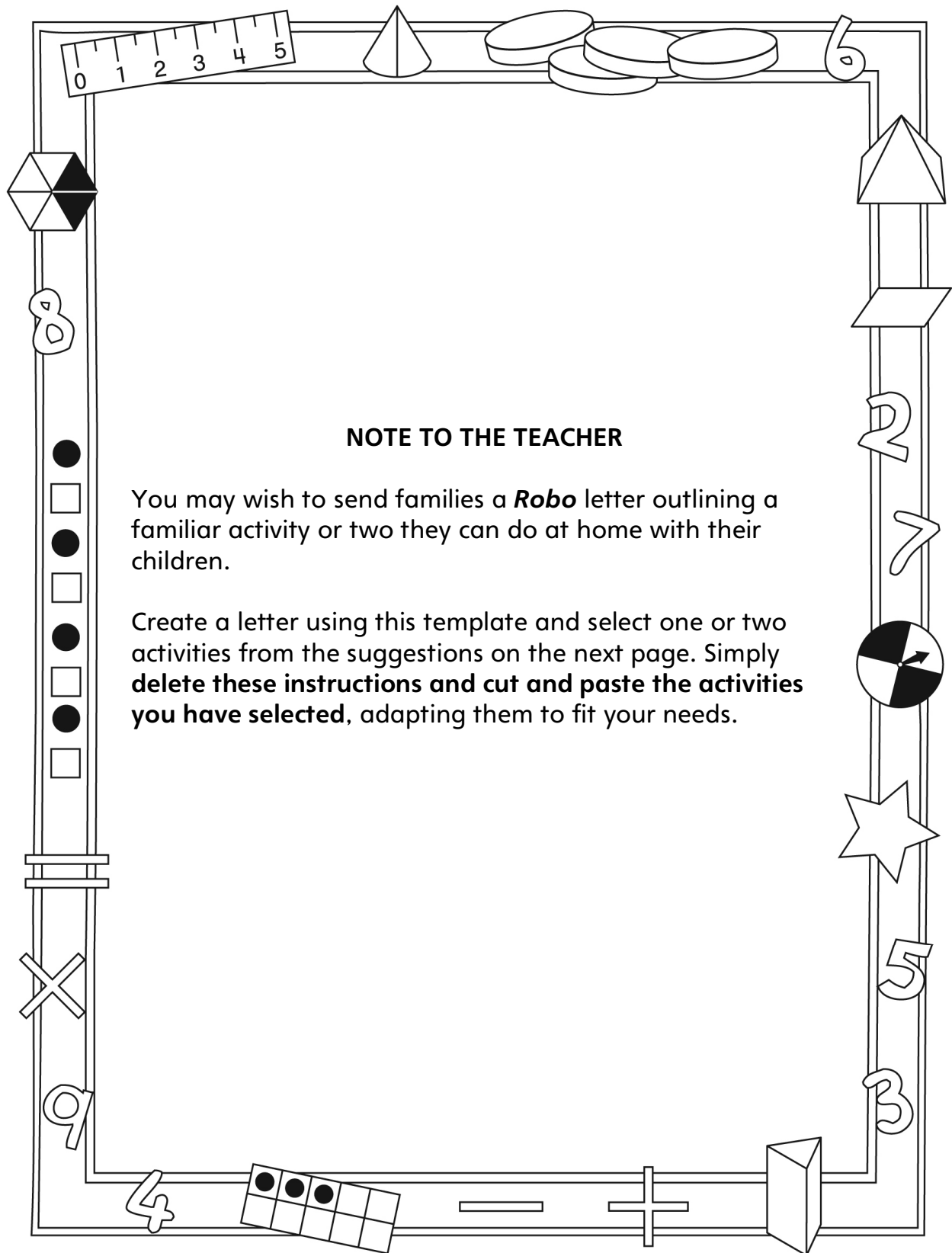
Name: _____

Describe the Location of Objects	Not observed	Sometimes	Consistently
Provides instructions to locate an object in the environment			
Visualizes and creates 2-D representations (e.g., top/front/side views) of 3-D objects			
Explore and Describe the Movement of Objects			
Uses positional language (e.g., through, around, between, across, along, up, down, over) to describe the movement of objects			
Uses a map to describe the path by which an object moves from one location to another			
Uses words and/or gestures to show directions			

Strengths:

Next Steps:

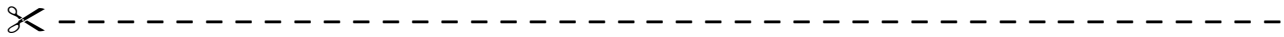
Connecting Home and School Line Master 2-1



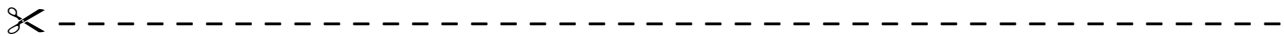
Connecting Home and School Line Master 2–2

Dear Family:

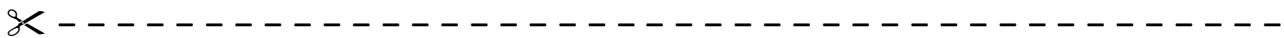
We have been working on **Robo**, which engages children in conversations, investigations, and activities that help to develop their understanding of the big math idea that “Objects can be located in space and looked at from different perspectives.” Particular focus is placed on describing the location of objects and exploring and describing the movement of objects. Try this activity at home with your child.



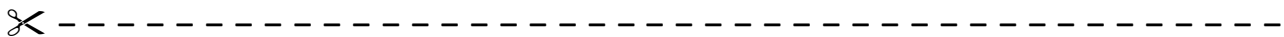
Reading the Story: As you read the story, talk about how some robots move and how they need the instructions of their human owners to tell them which way to go to complete a task. After you read, you might use the mat on the inside back cover to re-create some of the different situations from the story.



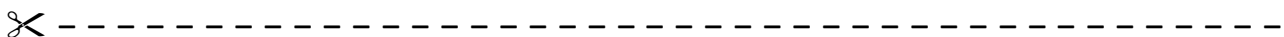
Robo Navigator: Use the mat on the inside back cover as a game board and a small object to represent Robo. Take turns choosing a starting point and a destination for Robo (e.g., kitchen, family room), and then saying the directions to get there. The other player moves the object (robot) according to the instructions. This activity can be extended to include places in the home. For example, what instructions would Robo follow to get from your kitchen to your child’s bedroom?



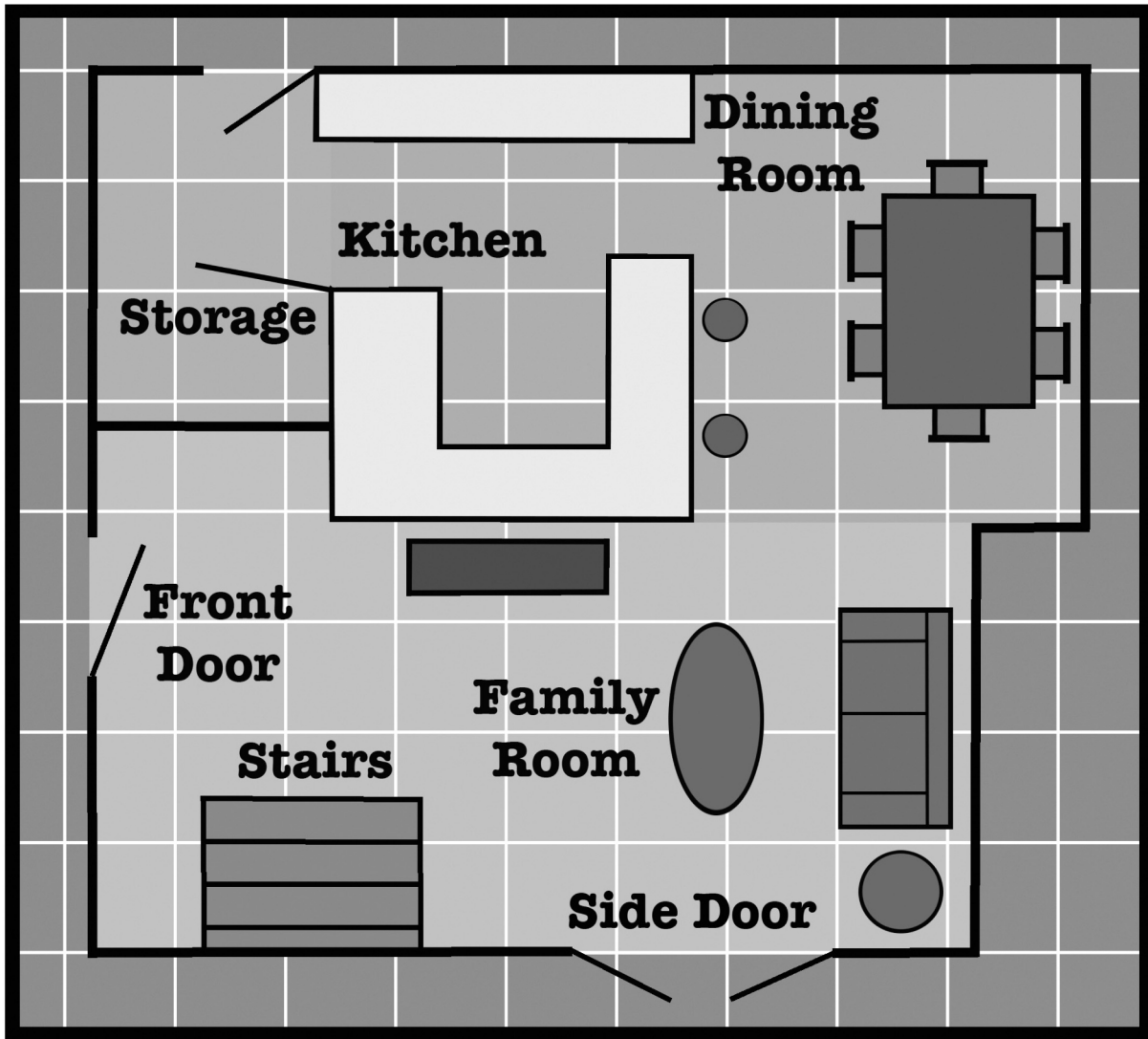
Directional Hide and Seek: One person hides a small object such as a toy and provides step-by-step instructions to lead the other person to it (e.g., go forward 4 steps; turn right; go forward 5 steps; reach down to the floor and pick up the box of crayons).



Neighbourhood Maps: Together, draw a simple map of your neighbourhood. Take turns imagining you have hidden an object somewhere in the neighbourhood. The person who is guessing asks questions using direction words, such as *right*, *left*, *up*, and *down*, to find the location.

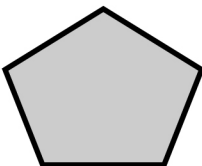
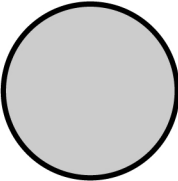
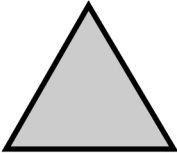

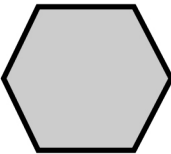
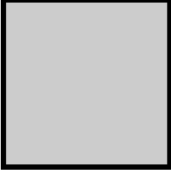


Sincerely,



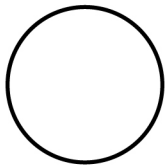
Game Path

Line Master 4-1

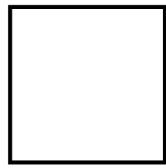
				Finish
				
				
				
Start				

Game Path

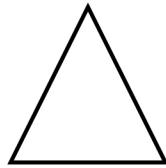
Line Master 4-2



circle



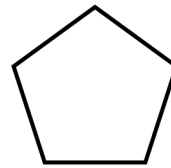
square



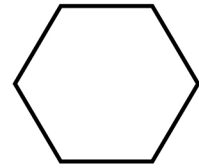
triangle



rectangle



pentagon



hexagon

Describe your path. Write shape names to complete the sentences.

My path goes to the **right** of the _____.

My path goes to the **left** of the _____.

My path goes **over** the _____.

My path goes **under** the _____.

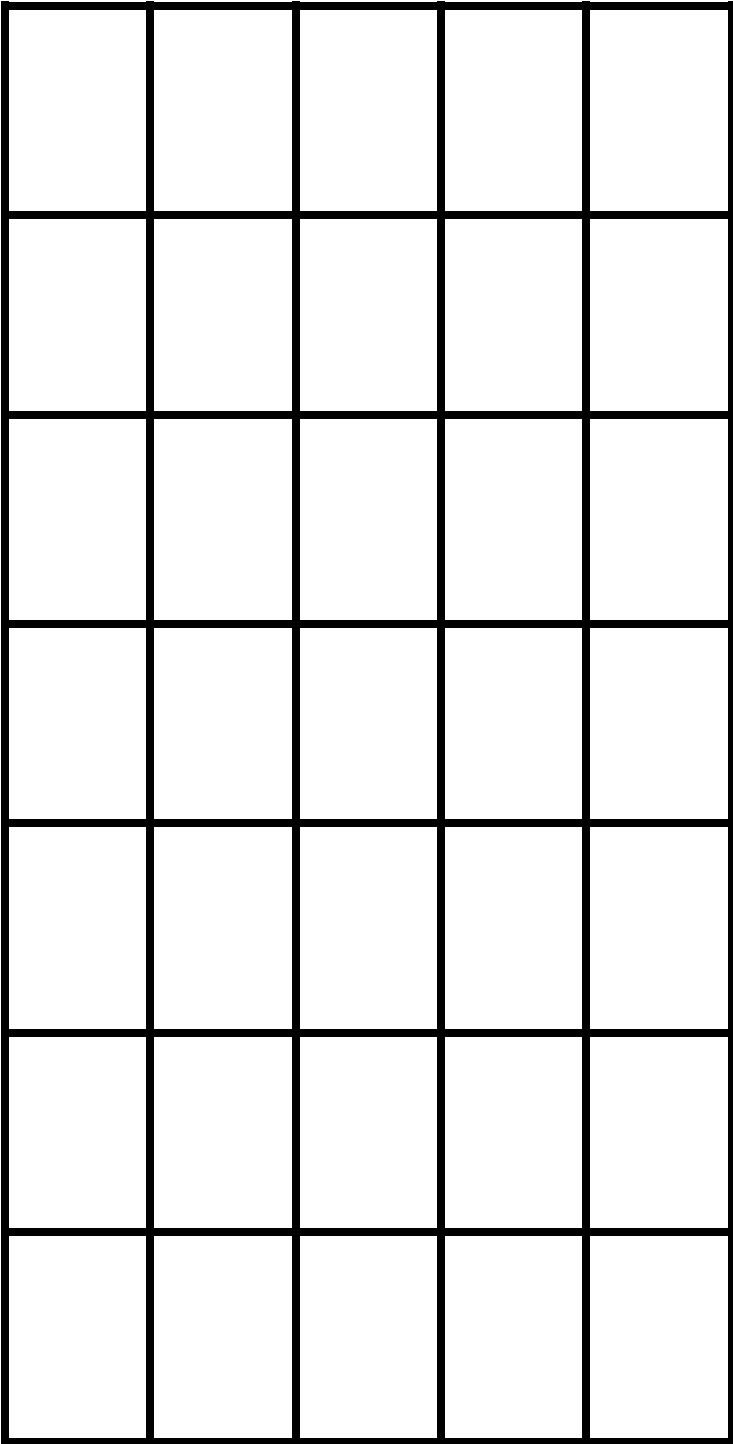
My path goes **between** the _____

and the _____.

Can you think of any more ways to describe your path? You might use words, numbers, or drawings. Write your answer below.

Barrier Game

Line Master 5



Direction Game Board
















Line Master 6

Name: _____

					Finish
Start					

Direction Cards

Line Master 7

 Go left 	 Go left 	 Go left 
Go right 	Go right 	Go right 
Go up	Go up	Go up
Go down	Go down	Go down
Go left 	Go left 	Go left 
Go down	Go down	Go down
Go up	Go up	Go up
Go right 	Go right 	Go right 

I Spy

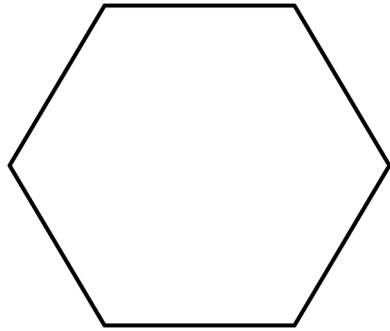
Line Master 8

Player 1	Player 2
Questions asked: Guesses made: Was one of my guesses correct? Yes No	Questions asked: Guesses made: Was one of my guesses correct? Yes No
Questions asked: Guesses made: Was one of my guesses correct? Yes No	Questions asked: Guesses made: Was one of my guesses correct? Yes No
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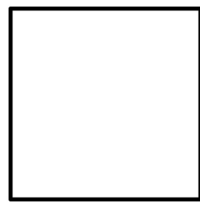
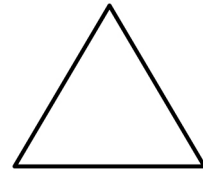
Pattern Paths

Line Master 9-1

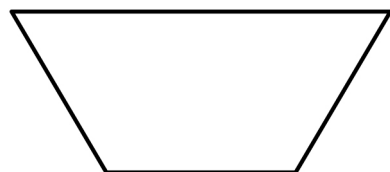
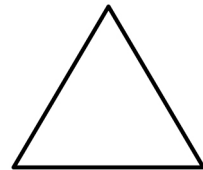
Place the Pattern Blocks on the grid so that



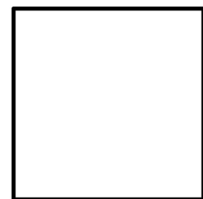
is above the



is to the left of the



is below the

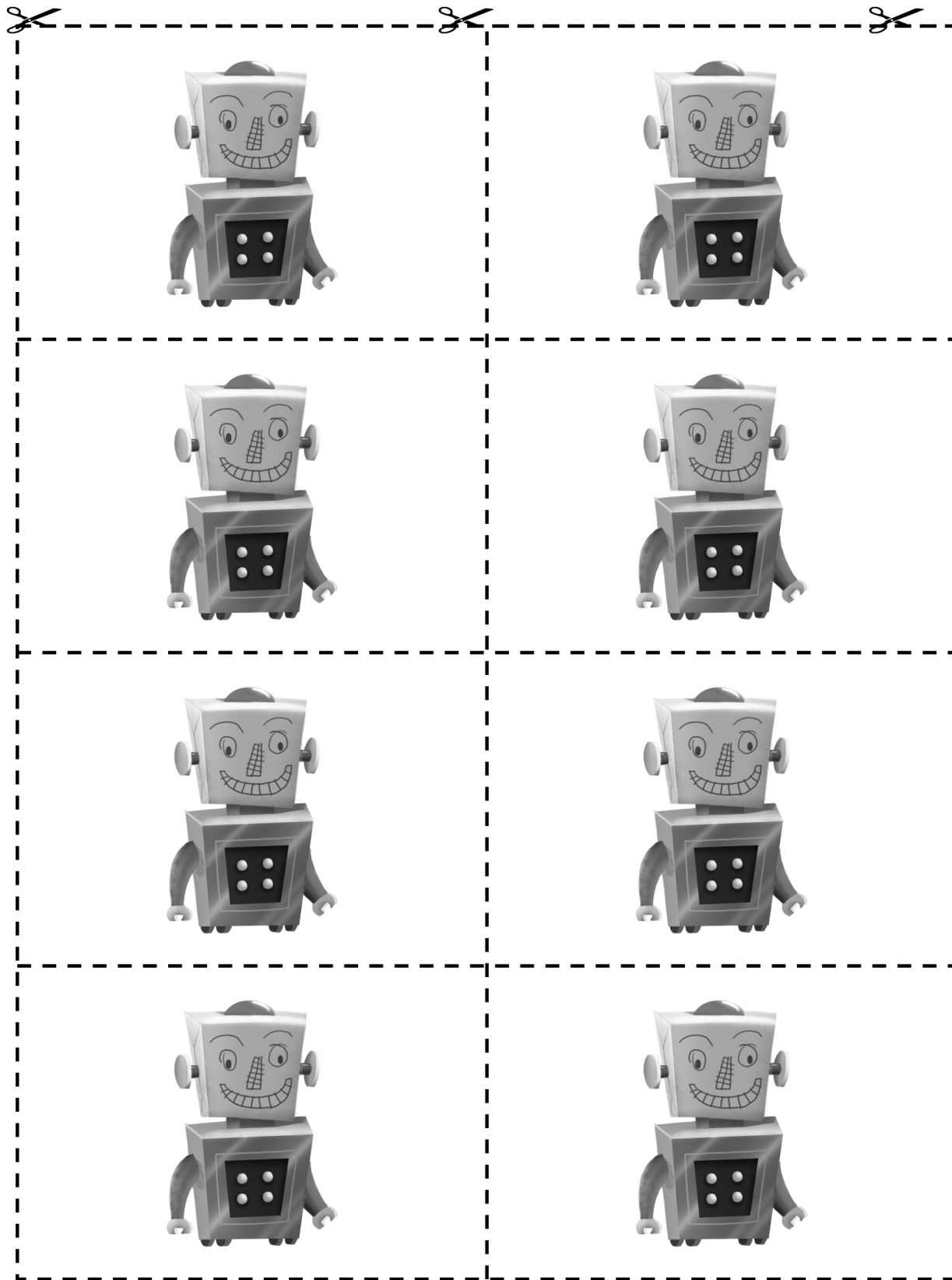


Pattern Paths

Line Master 9-2

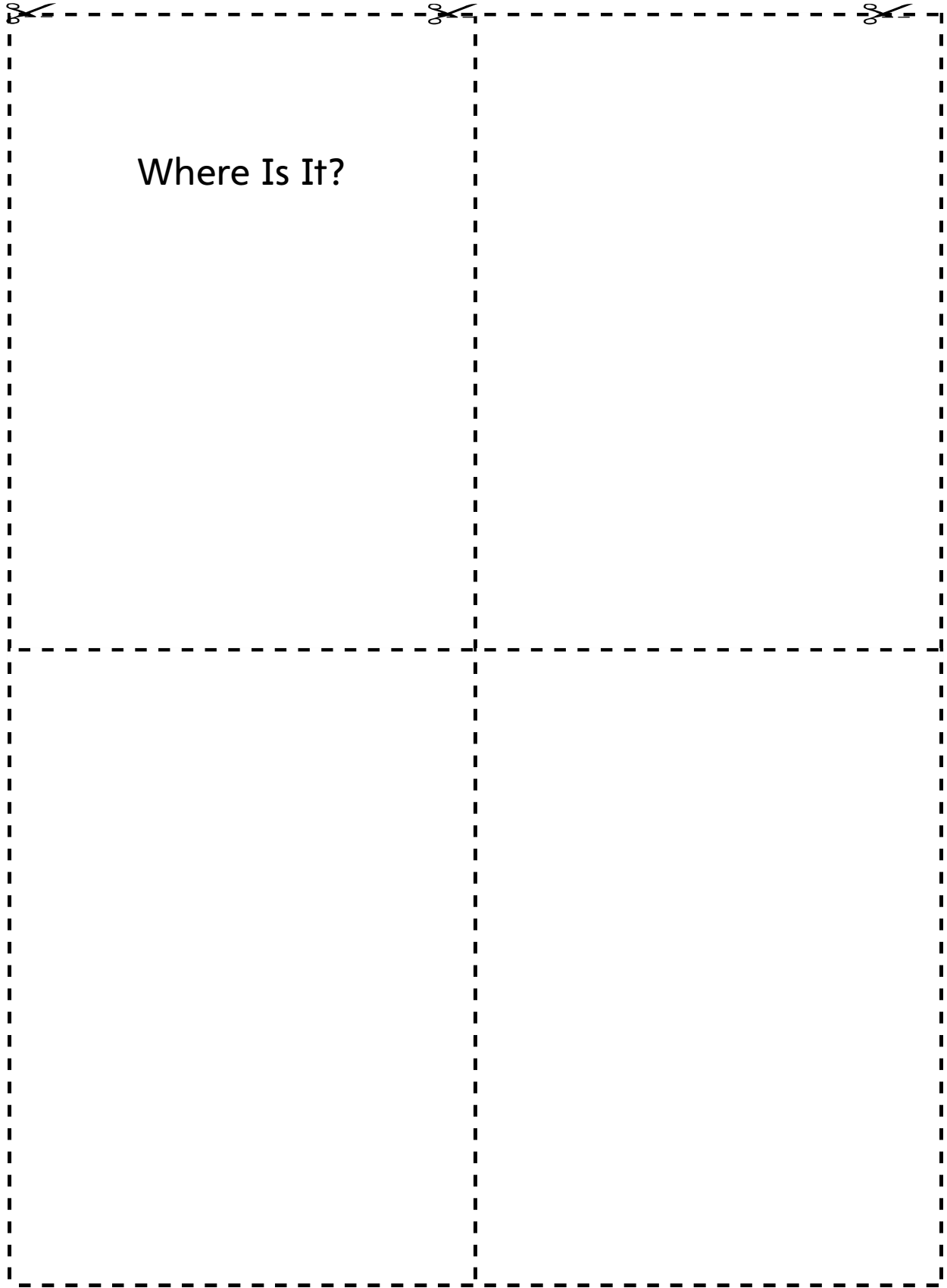
Where Is Robo?

Line Master 10



Where Is It?

Line Master 11



Where To? Problems

Line Master 12-1



Draw a path that begins at “**Start**” and moves to “**Finish.**”
Then describe your path.

Path 1

				Finish
		█		
			█	
	█			
Start				█



Draw a path that begins at “**Start**” and moves to “**Finish.**”
Then describe your path.

Path 2

				Finish
	█			
			█	
	█			
Start				█



Where To? Problems

Line Master 12-2



Draw a path that begins at “**Start**” and moves to “**Finish.**”
Then describe your path.

Path 3

				Finish
Start				



Draw a path that begins at “**Start**” and moves to “**Finish.**”
Then describe your path.

Path 4

				Finish
Start				

