

## Build your coding skills with Botley® the Coding Robot!

BUY NOW

### Building Sequences

- Program Botley to go forward and come back.
- Try doing this for shorter and longer distances.
- The more steps in your code, the farther Botley will go!

### Move in a square!

- Program Botley to move in a square pattern. How would you do this?
- Plan your program. Use coding cards or scratch paper to map out your program.
- Now, code Botley to move in a rectangle. Think about how a square is different than a rectangle. What steps do you need to add to your coding sequence?
- Make your code more efficient! You might be repeating some steps. Think about how you can use the LOOP feature on the remote programmer to make your code shorter (read about LOOP in the user guide).

### Botley Math

- Use Botley to teach lessons in counting and estimation.
- Botley moves forward in 8" steps. Knowing this, Botley can be a great tool for estimation!
- Place Botley on the ground or on a table.
- Place another object (one of the pieces from the set, or anything else) a distance away (at least 3 feet).
- Now, code Botley to move forward to reach the object. Estimate how many FORWARD steps are required for Botley to reach the object.
- DOUBLE IT! Including the steps required for Botley to turn around completely (2 left or right turns), how many steps would it take for Botley to come back?
- Try this with much greater distances!
- LONG DISTANCE! Botley can be programmed up to 80 steps. If each step forward is 8", how far can Botley travel?



### Botley Math Race

(Requires BOTLEY and 2 dice cubes)

- Place Botley on the table or ground. Set a start and finish line about 5 feet apart.
- Place Botley on the STARTING line and roll the dice cubes.
- Program Botley number of forward steps (match dice) and press TRANSMIT.
- Repeat until Botley reaches the finish line. Try to do this in the fewest number of dice rolls possible.
- Now, roll 2 dice cubes and use the sum of the two numbers as the number of steps to program (for example, if the dice cubes land on 2 and 4, then code BOTLEY 6 steps forward).



### Botley Handwriting

(Requires 1 thick black marker and a large sheet of white paper.)

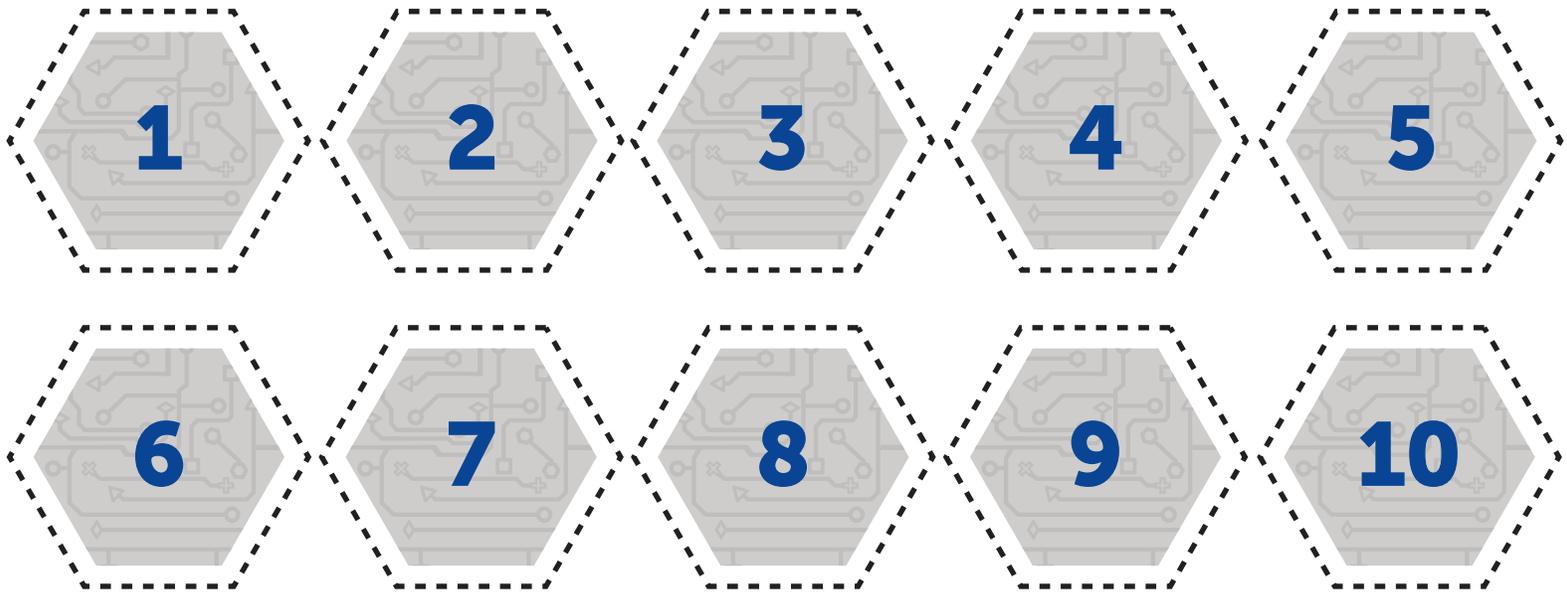
- With the marker, practice writing your name or long words in cursive (with a continuous line measuring between 4 mm and 10 mm thick).
- Now, switch Botley to LINE FOLLOWING mode, and place it anywhere on the line.
- Botley should follow along and trace out the word as it hums and whistles.
- Try to make a really long word!



### Botley Treasure Hunt

(Requires printer and paper...if you do not have a printer, draw them on a separate sheet of paper!)

- Print and cut out these 10 silver coins (coins numbered 1 through 10).



- Place them around the room on a smooth surface.
- Code Botley to "collect" each of the coins in sequence.



Discover Botley® the Coding Robot  
& other at-home learning essentials  
at [LearningResources.com!](https://www.learningresources.com)

**SHOP NOW!**