

Code & Go® Robot Mouse Activity Set [BUY NOW](#)

Vocabulary Maze

- Build a maze using the tiles in the set.
- Print and cut out images of familiar objects according to their beginning letter sound (images of an apple, a ball, a cat, etc.).
- Place the images around the maze.
- Call out a letter ("B"!), and then have your child code Colby (or Jack) the coding mouse, to find objects based on their beginning letter sound.



Math Maze - Subitizing

- Build a maze using the tiles in the set.
- Print and cut out images of numbers represented in different ways (the actual number, number of dots like a dice cube, or tally marks). If you do not have a printer, draw images of numbers on a piece of paper or use a note card!
- Place the images around the maze.
- Call out a number ("5!"), and then have your child code Colby (or Jack) to find that number in the maze.

Math Maze - Addition

- Build a maze using the tiles in the set.
- Print and cut out images of numbers represented in different ways (the actual number, number of dots like a dice cube, or tally marks).
- Place the images around the maze.
- Call out two numbers (3 and 6, for example), and then have your child code Colby (or Jack) to find the number that equals the sum.
- For a variation on the above, to reach EVENS and ODDS, code Colby to reach all the even numbers in the maze.

Cheese Counting

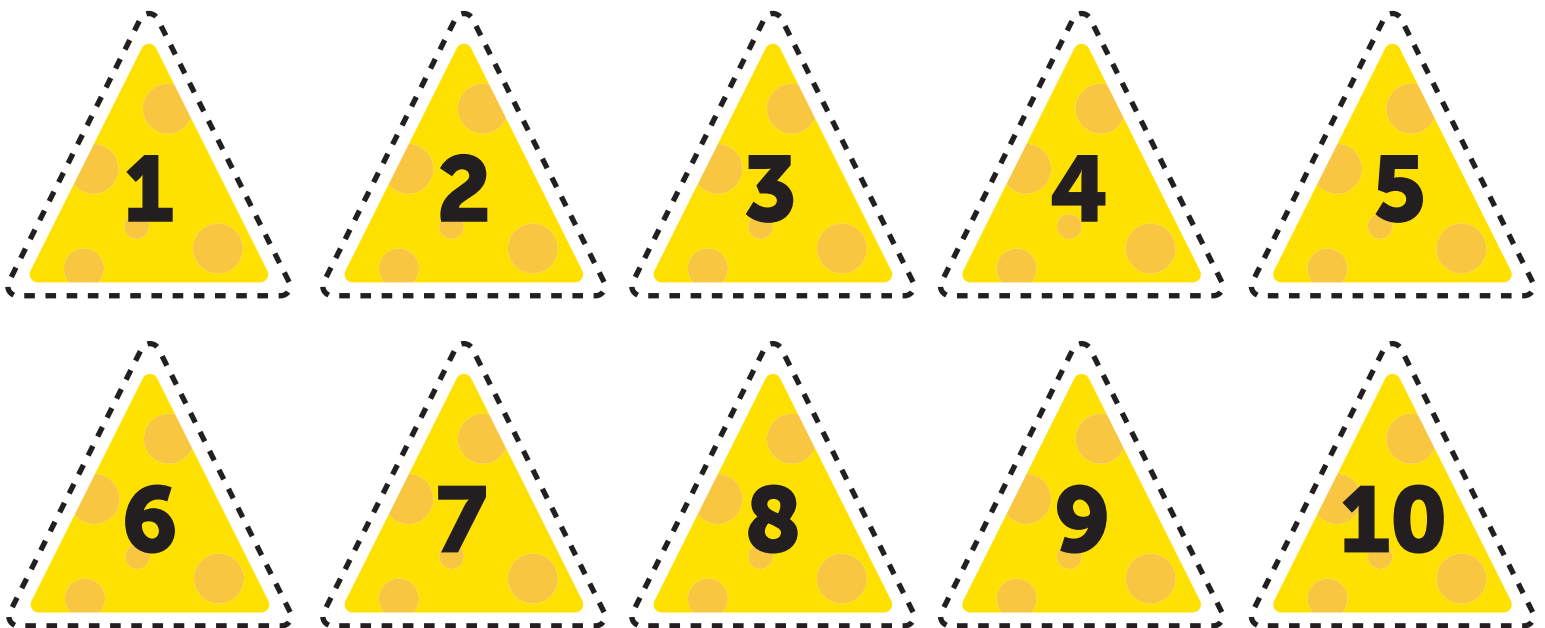
- EACH forward step for your robot mouse is 5 inches.
- How many forward steps would you need to program Colby to travel 20 inches? What about 60 inches (5 feet)?!



Cheese Chase

(Requires printer and paper)

- Print and cut out these 10 cheese piece coins. If you do not have a printer, draw these on a piece of paper or note card!



- Place them around the room on a smooth surface.
- Code Colby to “collect” each of the cheese pieces in sequence.

Discover the Code & Go® Robot Mouse other at-home learning essentials at LearningResources.com!

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