

## **Robert the Robot**

## **Numeracy**

- 1. Cut the tickets out (description of robot) and give one to each child in the group, so they can help to read about a different part of the robot in the book.
- 2. Show the children where each 2D part is on the 3D robot model
- 3. Allow the children to explore the shapes and think about the shapes that are different and the same.
- 4. Find the 3-D shapes and help the children to find the faces, edges and corners.
- 5. Allow the children to join the head and body and then match the pairs of features, two legs, two arms, two eyes etc.
- 6. Match the labels to the features.
- 7. Allow the children to help build the robot. Finding, holding the boxes and sticking the robot together will be exciting.
- 8. Find some faces on the shapes that are similar to the robot in the book.
- 9. Support the concept of oneness of one and twoness of two.
- 10. Allow the children to choose their own shapes and help them to make a model. Help them explore it's features of 1's or 2's.

## Literacy

- 1. Make up a story about the adventures of Robert when he goes shopping/plays at the park/ seaside for the day.
- 2. Dress up as Robots, talk in Robot voices and move like Robots!
- 3. Have a Robot tea party/picnic.
- 4. Make a vehicle for the Robot to travel around in, use recycled materials to make a vehicle big enough to play in.