

This is a unit of knowledge of the robot and what we can do together



FOOD BOARD

EASY LEVEL



Hello I'm a robot, I'm ready to move and teach you everything I can do!!



Can you give me a name?



Move the robot on the board (right, left, forward, backwards...). Look for combinations of syllables to name as you like.



Look at the combinations of letters and images to which you have to add the ending "BOT". You have a name board.

NAME BOARD



JUNIOR



MY



SUPER



HI!



BU TTON



PORTU



ITA



FLOWE

MEDIUM LEVEL



Let's see some foods and foods from different EU countries.



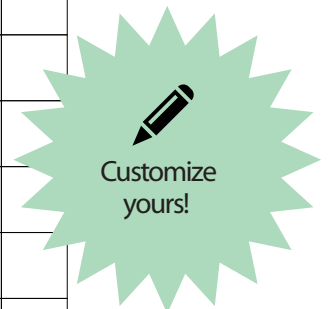
I'm hungry. Can you feed me, please?



Take the robot to a meal. Through the QR code you will have more information about it.



You have a food board, but you can create your own with the meals you like.



GAMESP

EDUCATORS
& THERAPISTS
& FAMILY GUIDE

UD1

Who am I?

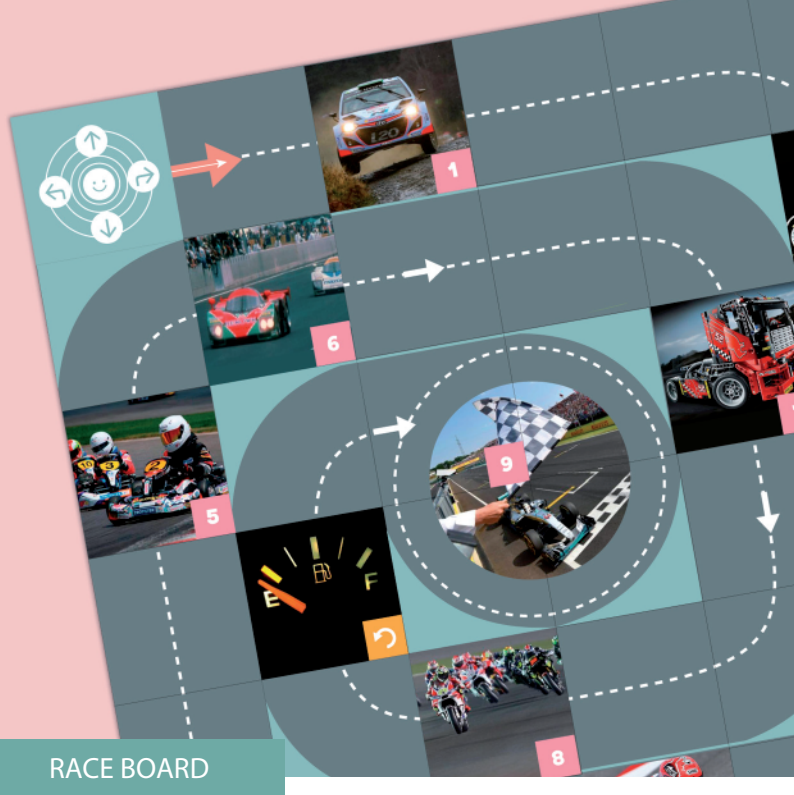
This first unit will be a unit of introduction of the robot and it can do: the buttons, their movements, how it works, the robots parts, etc.

Each unit has activities with 3 levels of difficulty:

EASY LEVEL: you are going to recognise your goal on each board and to move the robot. (Reading ability is not required. I could only present images of some objects.)

MEDIUM LEVEL: you can use provided board or create your own. On this level it is possible to use QR codes to get more information about the topics and involve the ability of reading.

ADVANCE LEVEL: you have to cooperate with other people. It's a level for 2 or more players.



RACE BOARD

ADVANCED LEVEL



Let's have a car race for 2 or more players, it can also be organized by teams.



Would you be able to reach the end first?



With the help of the dice, move the car through the boxes until you reach the end of the line.



Be careful with the traps in the race board: screws could cause a flat tire and you lose your turn; if you run out of gas you have to start again.



GAMESP

ONLINE PLATFORM
TO INTERACT WITH PHYSICAL ROBOTS
FOR INTELLECTUALLY HANDICAPPED PEOPLE

