

Robot Fun

ROBOT WORK

Get your body moving with this robot

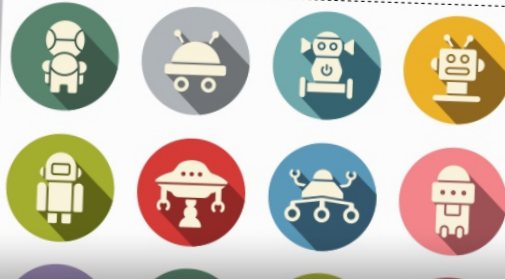
Run in place for 30 seconds

Obey the robot - do 20 arm

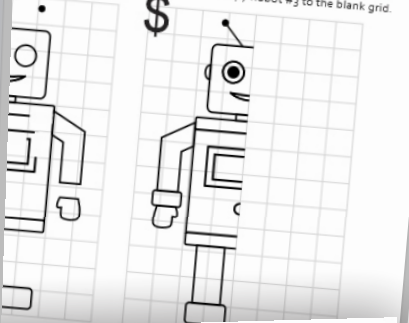
Balance on left foot for 10

DON'T EAT IT

Directions: Place a small piece of candy, tangerine or cereal on each picture. One child exits the room. Everyone else picks one object to be "IT". When the child returns, he/she eats one piece of food at a time. The object of the game is to eat as much food as you can before you pick the predetermined "IT". Once you eat "IT" the children all yell "DON'T EAT IT" and the turn is over.



The Robot Challenges



Be A Robot

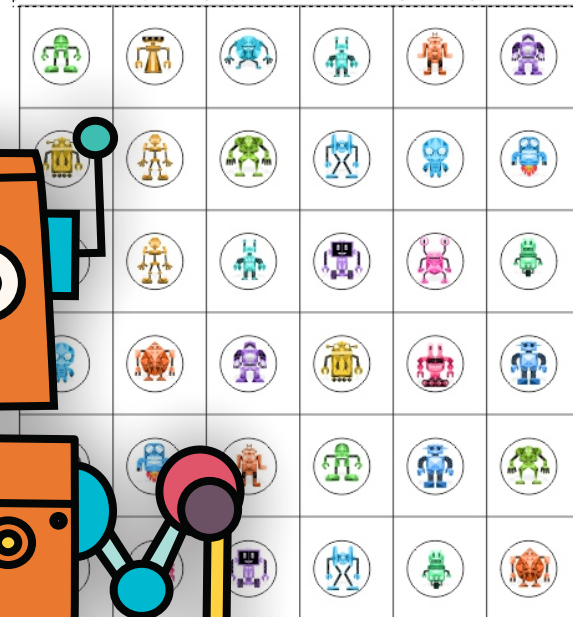
Directions: Print this page and cut out the circles. Put tape or working in pairs, pick one person to be the robot and stick the shoulder, knee, elbow, foot, hand, etc.). The partner will control the robot has to perform that action. Try to do the actions like

Jump Up and Down

Walk around like a robot

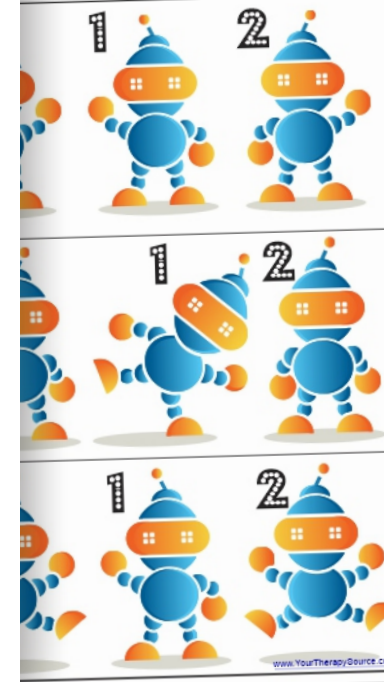
ROBOT MATCH UP

Directions: Wash hands before using. Roll out a ball of clay and flatten it into a thin disk. Flatten a portion between thumb and index finger. Place clay over each circle. Player one removes two pieces of clay. If it is a match, keep the clay. If it is not a match, make the clay into a ball, flatten it and return back over the circles. Continue taking turns. The winner is the player with the largest ball of clay at the end of the game. Another idea is to use pennies to cover the circles instead of clay. Keep the pennies if you find a match. Option 2: Print 2 copies. Cut out all the small squares. Play a memory card game with the mini cards. Option 3: Using a dry erase marker, draw lines connecting each matching picture.

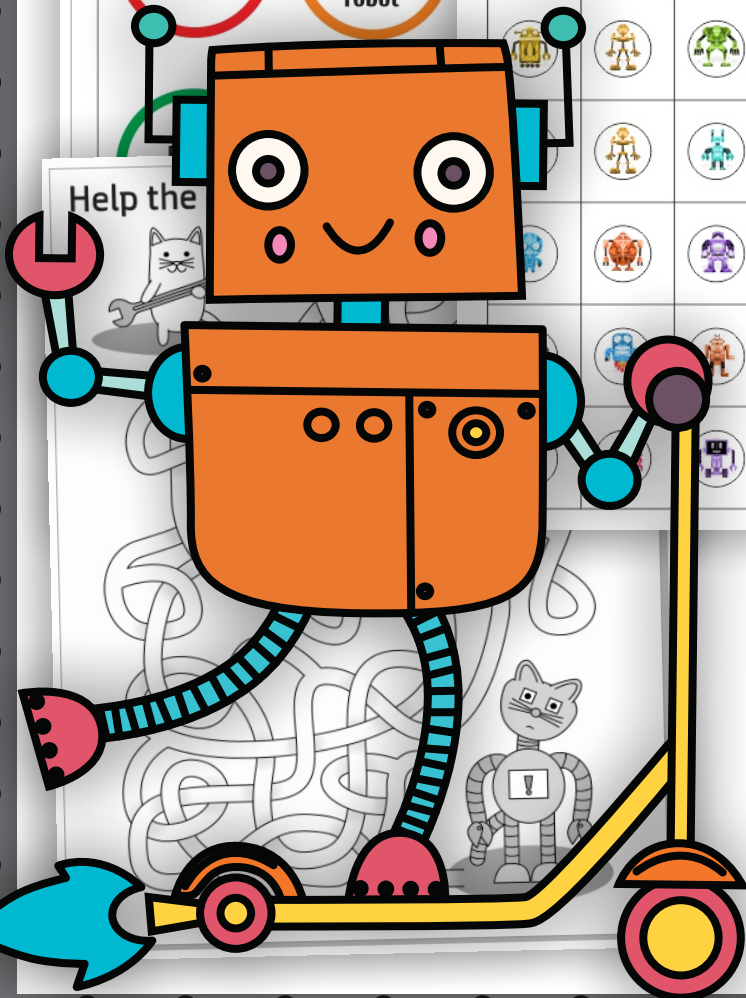


ROBOT DANCE

Directions: Print this page and cut out the robots. Dance to the rhythm of the robots while you dance? Switch positions as you switch positions.



Help the



Practice gross motor, fine motor and visual perceptual skills with 25 no prep, robot themed activities!



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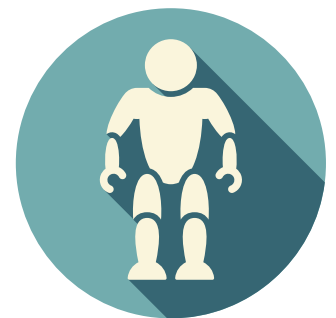
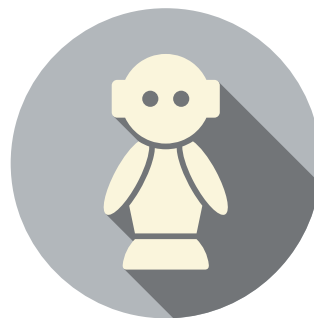
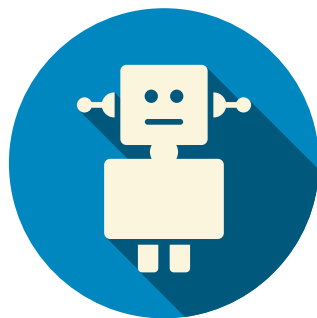
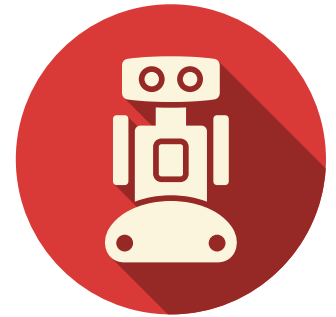
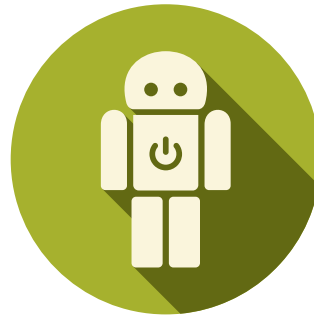
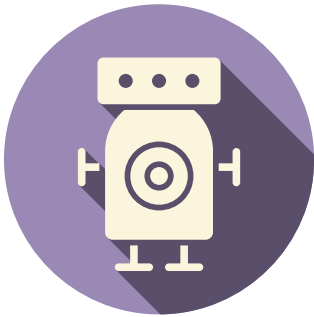
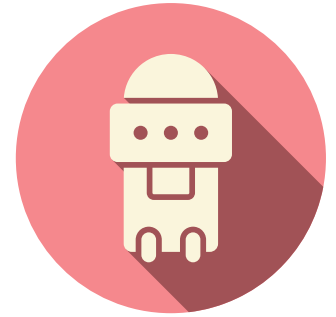
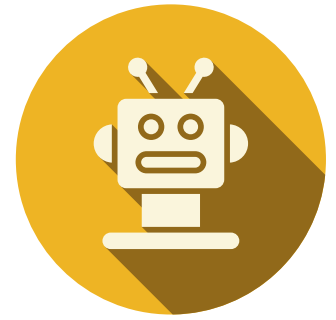
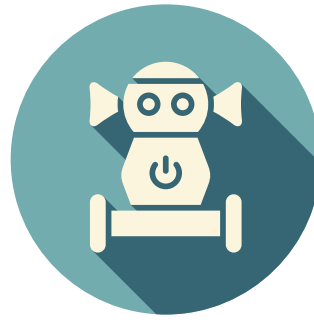
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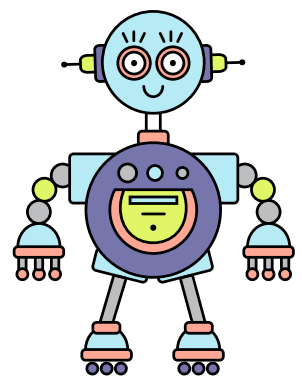
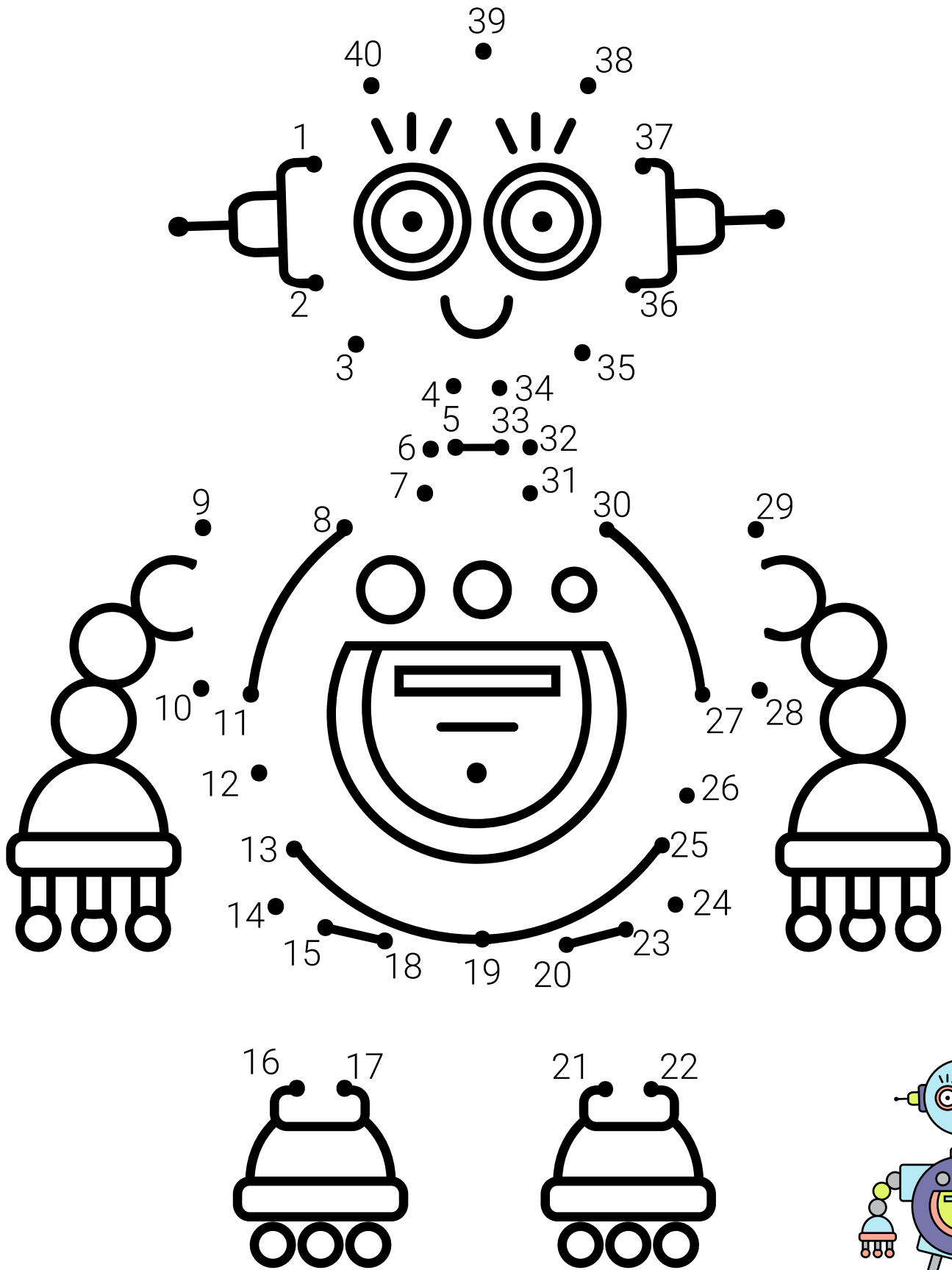
Illustrations used under license from Shutterstock.com

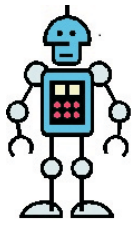
DON'T EAT IT

Directions: OPTION 1: Place a small piece of candy, raisins or cereal on each picture. One child exits the room. Everyone else picks one object to be "IT". When the child returns, he/she eats one piece of food at a time. The object of the game is to eat as much food as you can before you pick the pre-determined "IT". Once you eat "IT" the children all yell "DON'T EAT IT" and the turn is over. OPTION 2: Player one can describe one robot providing one clue at a time. For example: this robot has wheels. Player two makes a guess. If wrong, player one provides the next clue - this robot has arms. Player two makes a guess again. Continue playing until the correct robot is guessed. Switch roles and player two picks the robot.

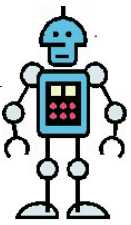


CONNECT THE DOTS





Be A Robot



Directions: Print this page and cut out the circles. Put tape on the back of each circle. Working in pairs, pick one person to be the robot and stick the buttons on his/her body (i.e. shoulder, knee, elbow, foot, hand, etc). The partner will control the robot. Press a button and the robot has to perform that action. Try to do the actions like a robot would (ie stiff joints).

**Jump Up
and
Down**

**Walk
around
like a
robot**

**Bend
elbows
back and
forth**

**Bend
knees**

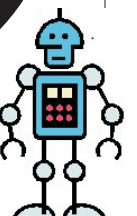
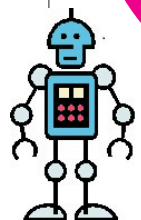
**Move
hands like
a robot**

**Raise
right arm
up**

**Raise
left
arm up**

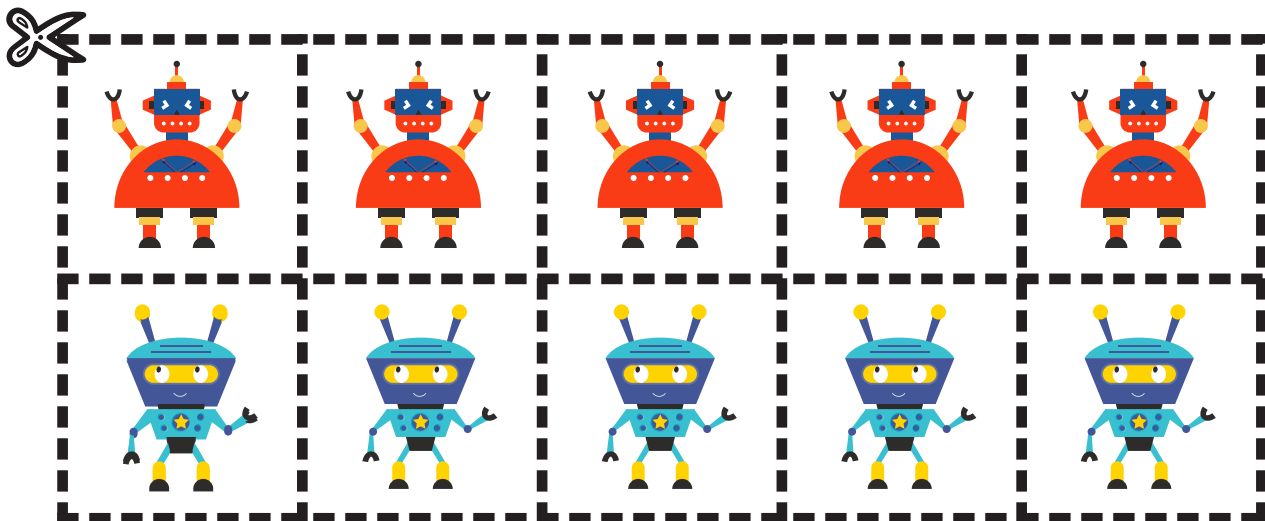
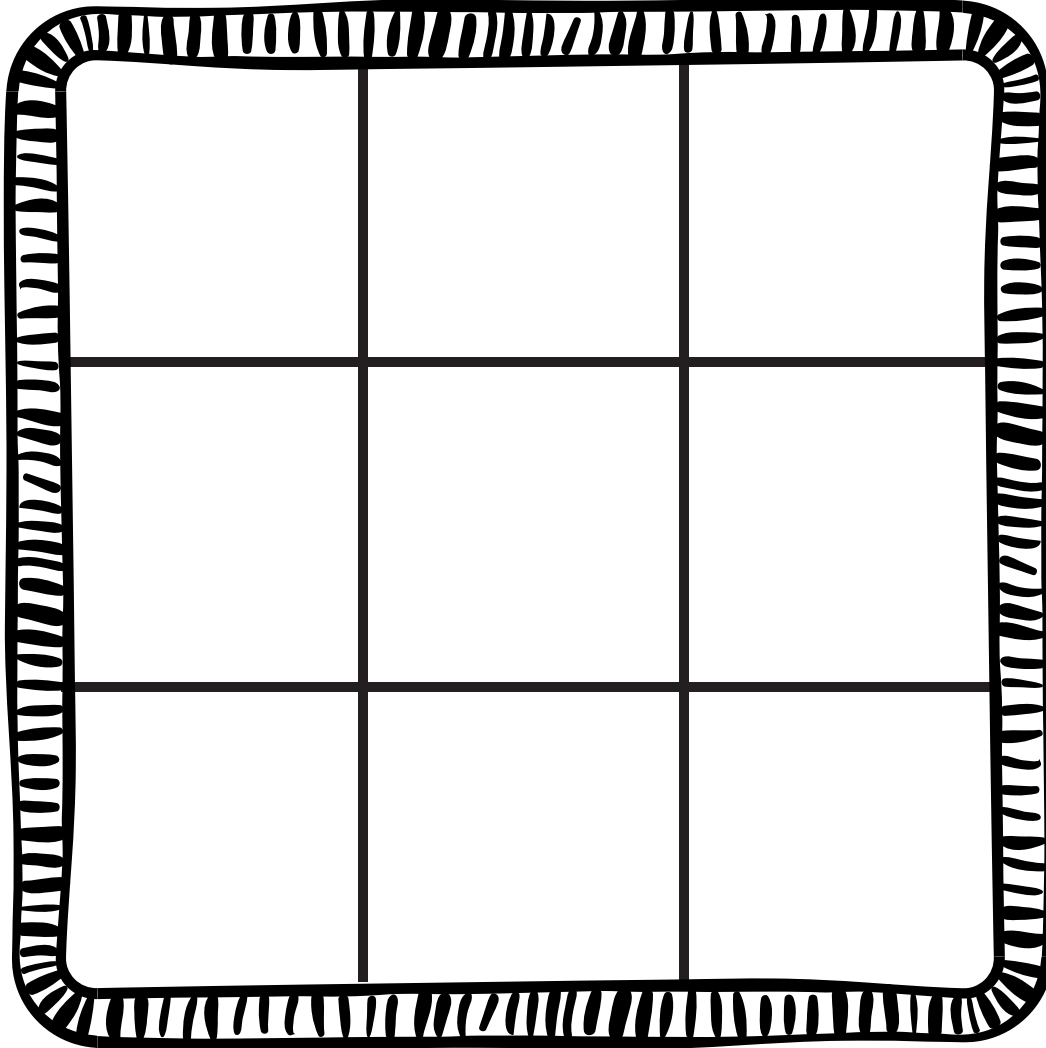
**Kick
your
right
leg**

**Kick
your
left
leg**



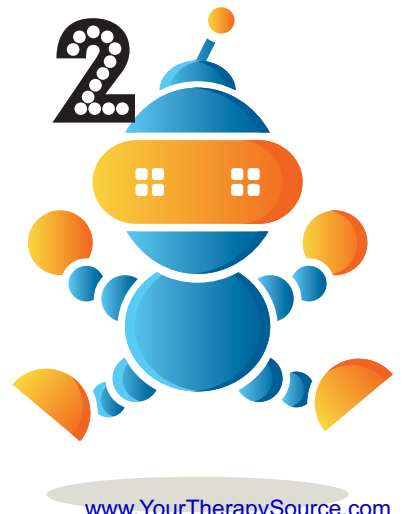
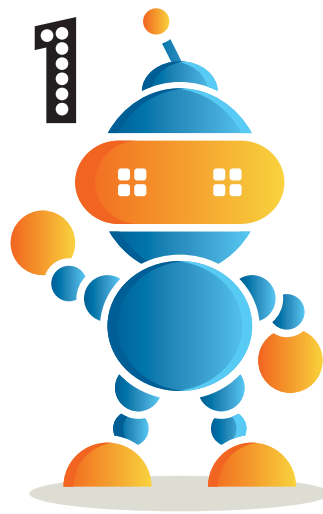
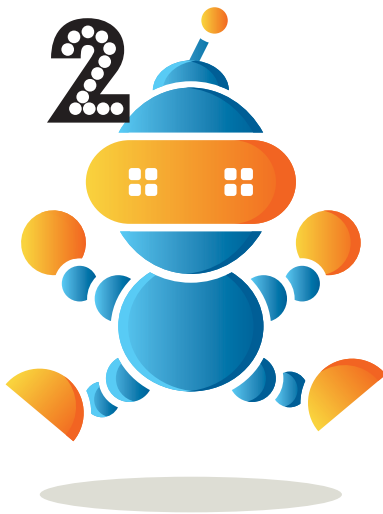
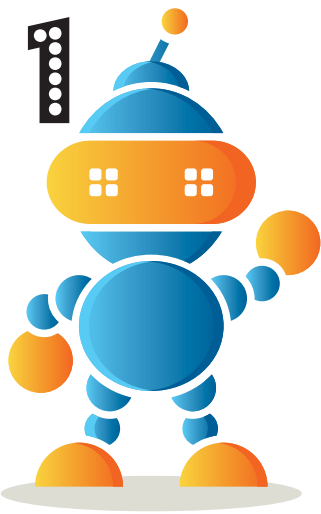
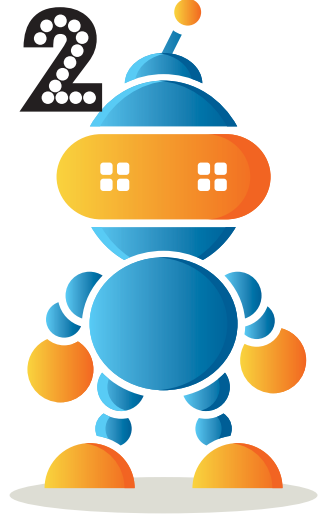
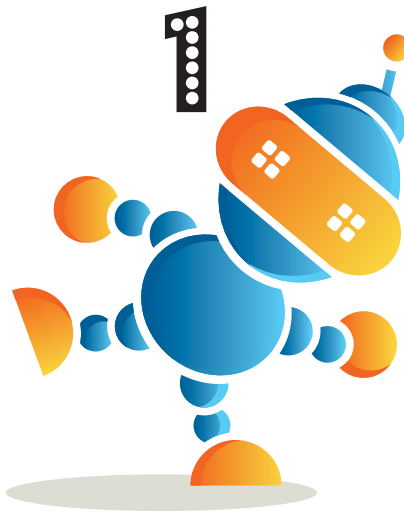
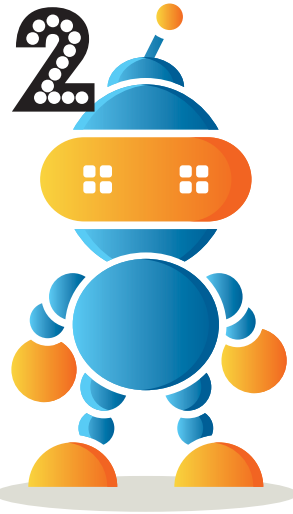
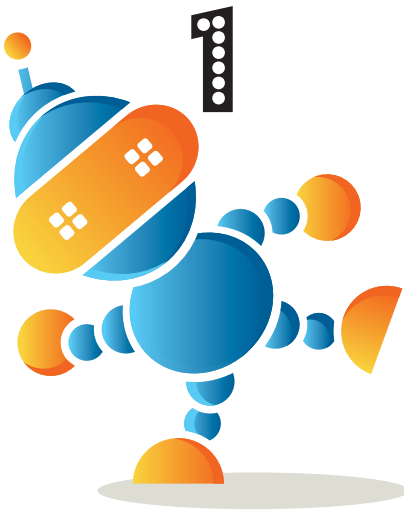
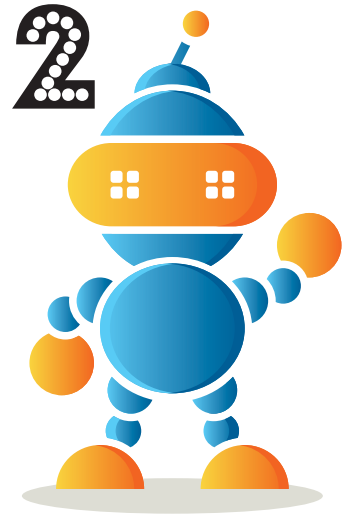
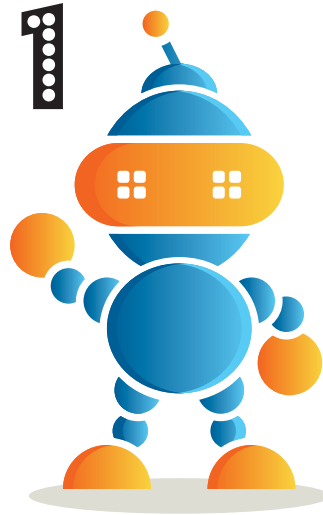
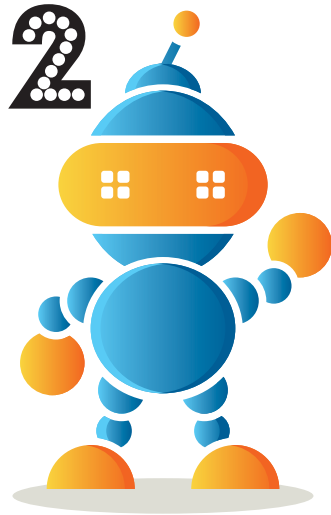
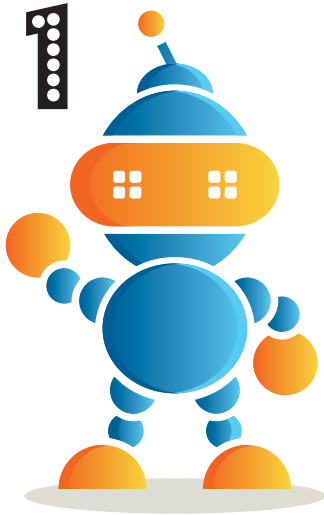
Robot - Snip Tac Toe

Directions: Color and cut out the small cards at the bottom of the page. Give 5 of the same cards to player one and 5 of the other cards to player two. Take turns placing your card on the board below. When you get 3 of your cards in a row across, down or diagonally you are the WINNER!



DO THE ROBOT DANCE

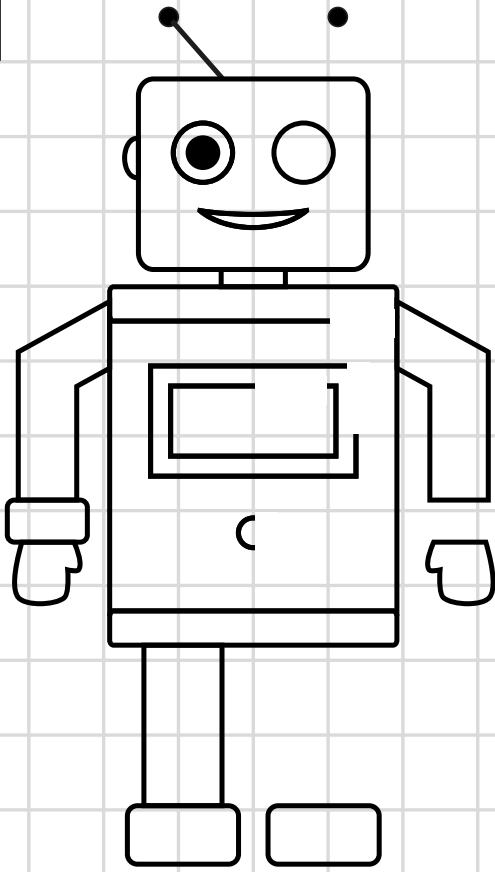
Can you copy the exact movements of the robots while you dance?
Remember to maintain your rhythm as you switch positions.



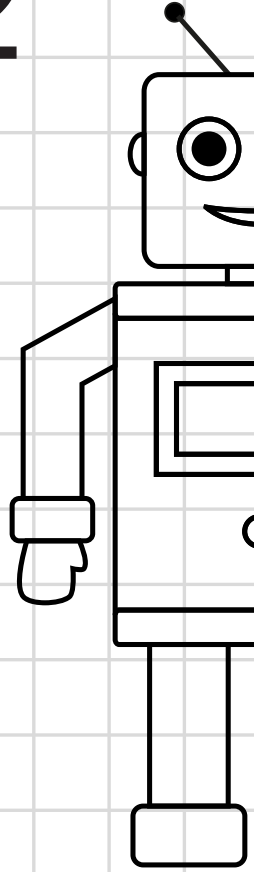
Copy the Robot Challenges

Directions: Draw the missing parts of Robot #1 and Robot #2. Copy Robot #3 to the blank grid.

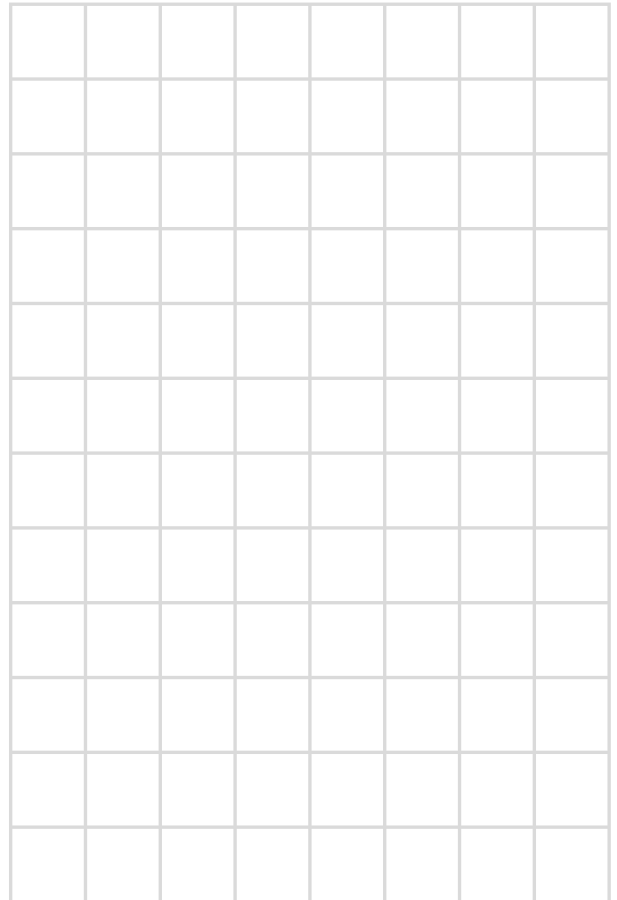
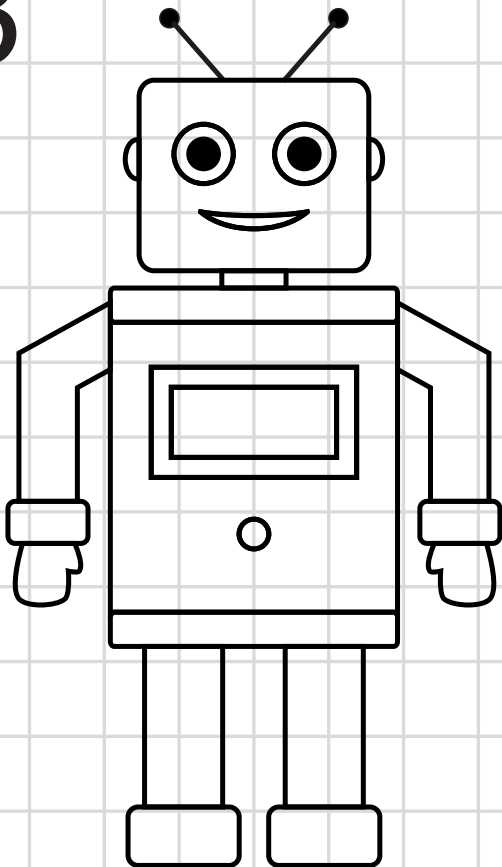
1



2



3



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2	2	2	2	2	2	2	2	3	2	2	2	2	3	2	2	2	2	2	2	2	2
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2	2	0	0	0	1	0	0	0	1	0	0	0	0	0	0	1	0	0	0	0	0

0

LIGHT GREEN

1

YELLOW

2

WHITE

3

BLUE

4

BLACK

5

ORANGE

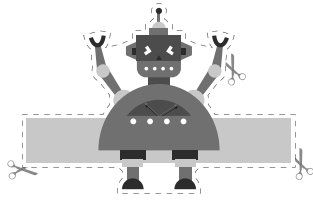
6

DARK GREEN

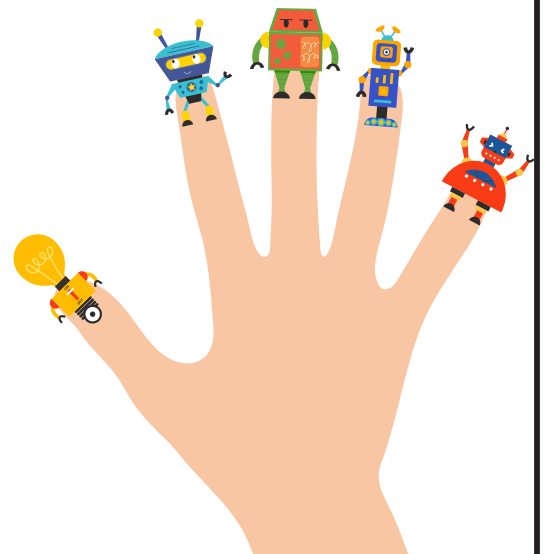
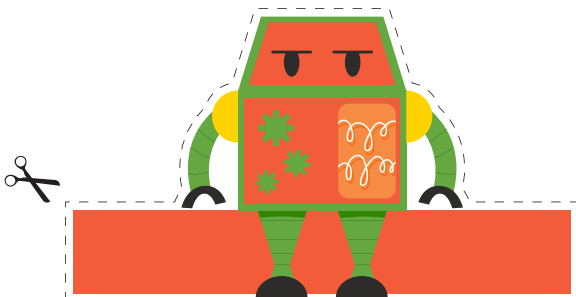
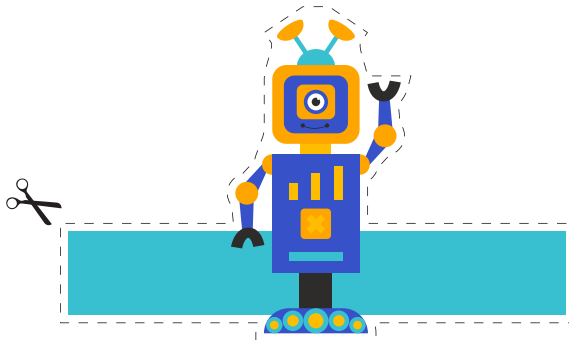
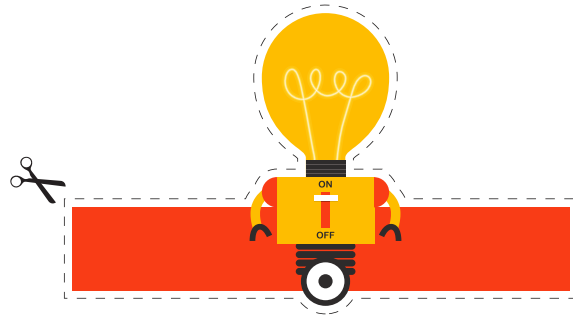
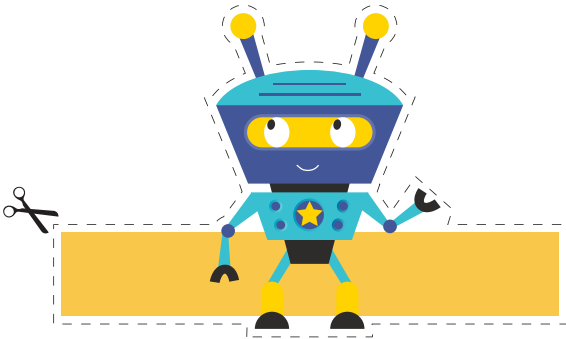
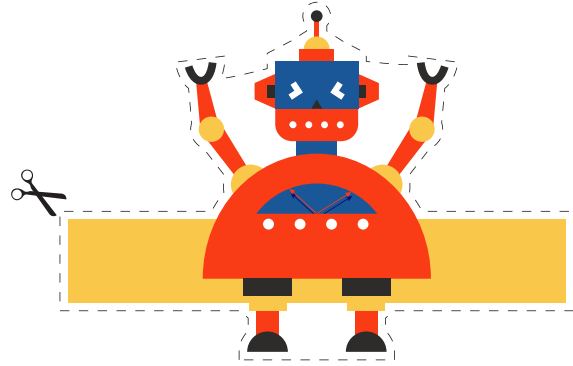
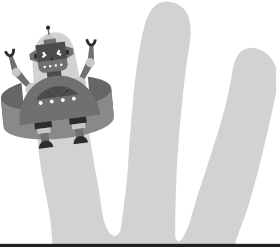
FINGER PUPPET FUN

Directions

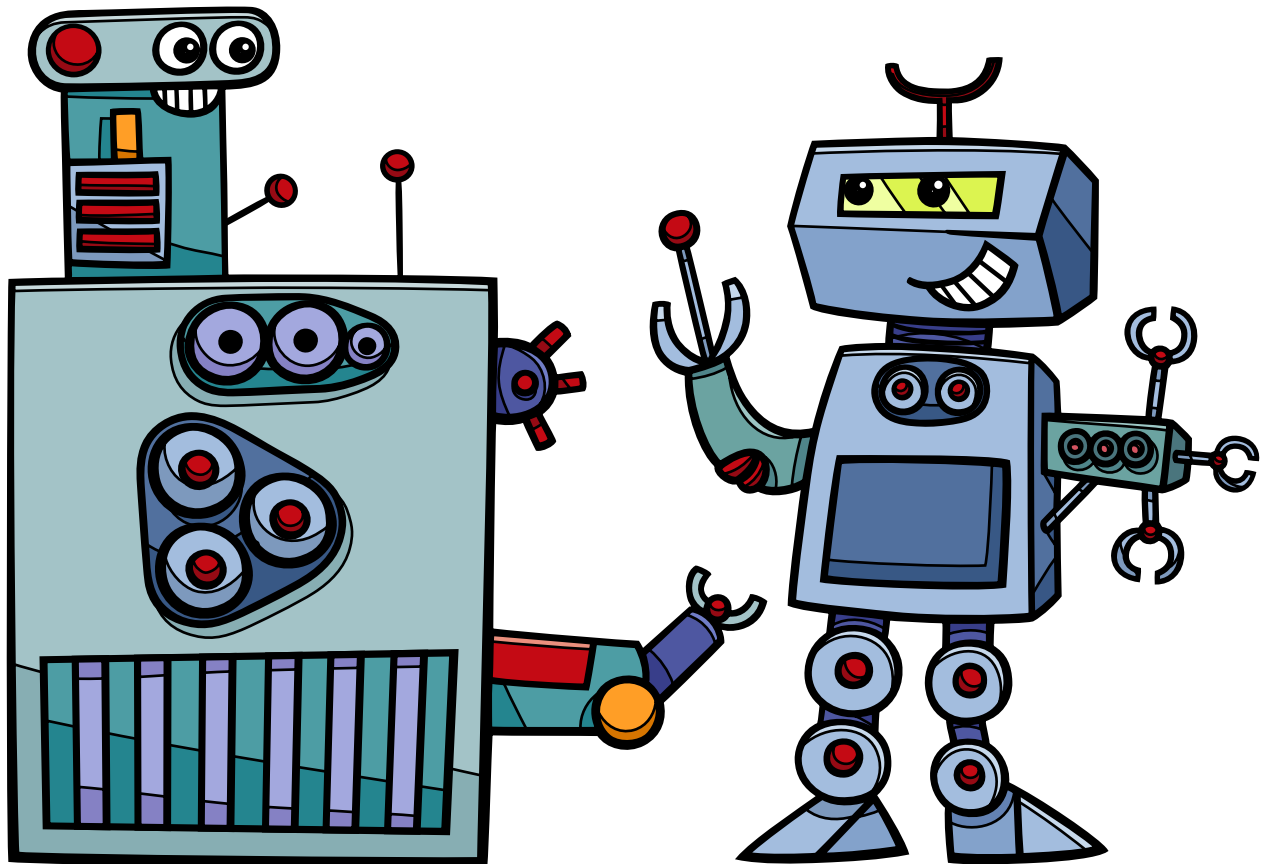
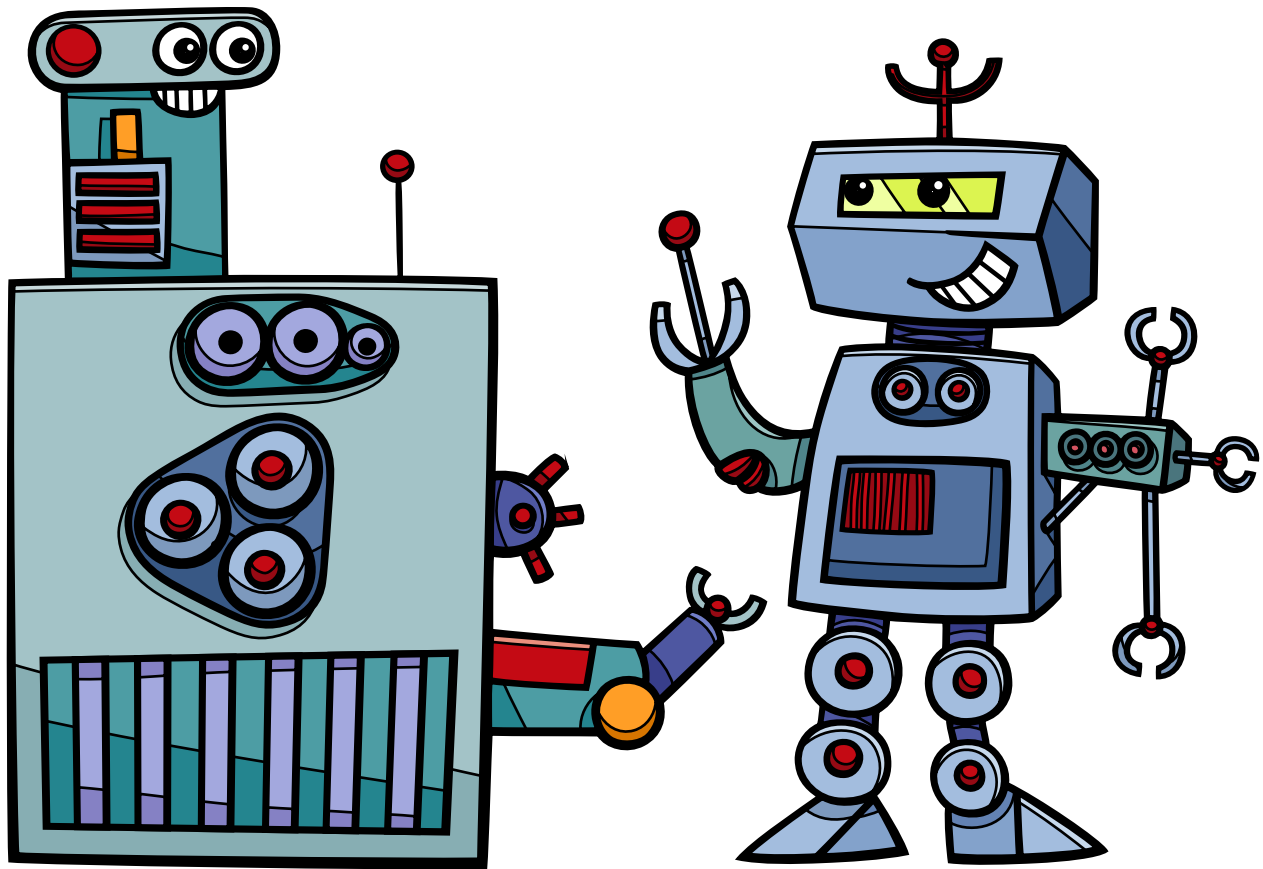
Cut out the puppet
with scissors



Wrap it around
your finger and
fasten the open
ends with glue

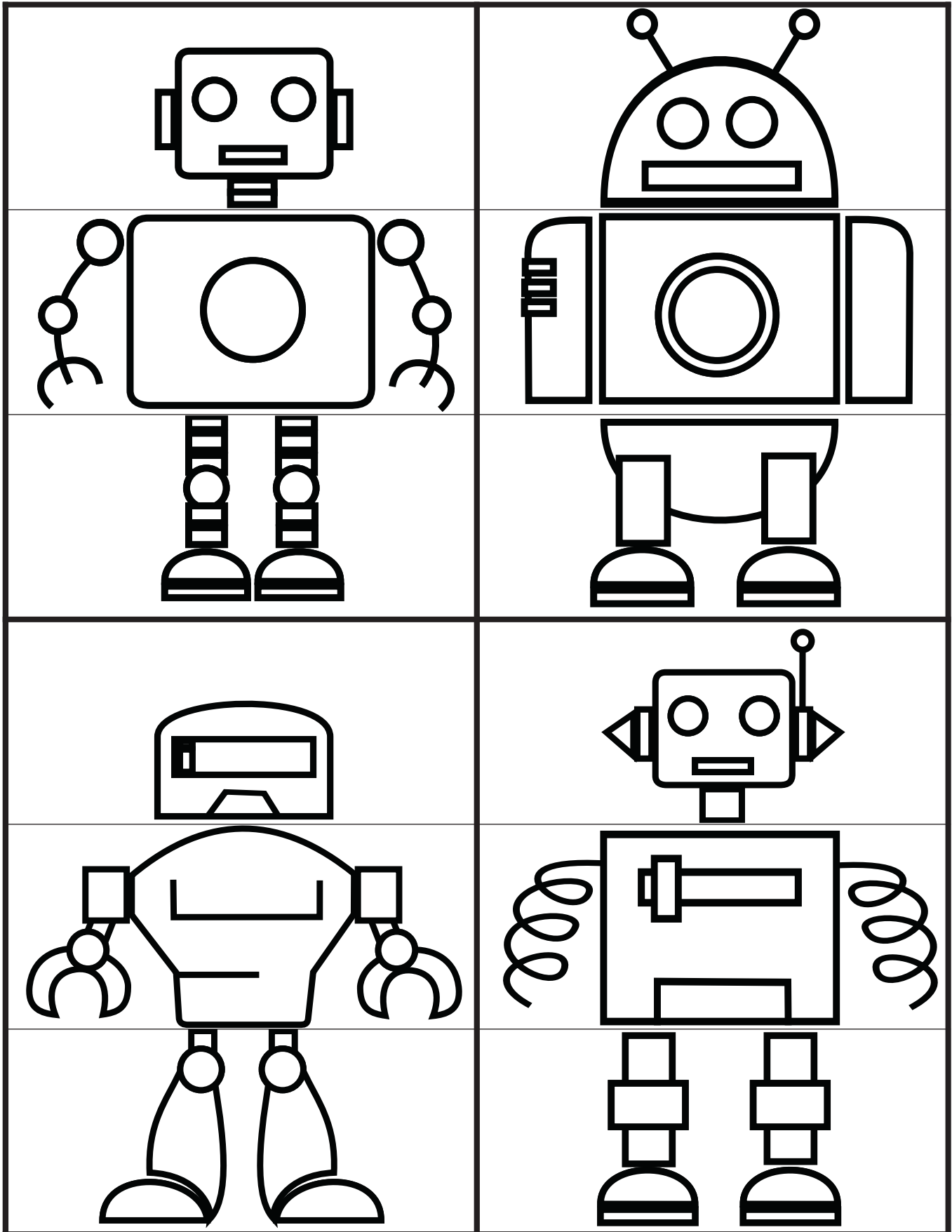


Find and Circle 6 Differences



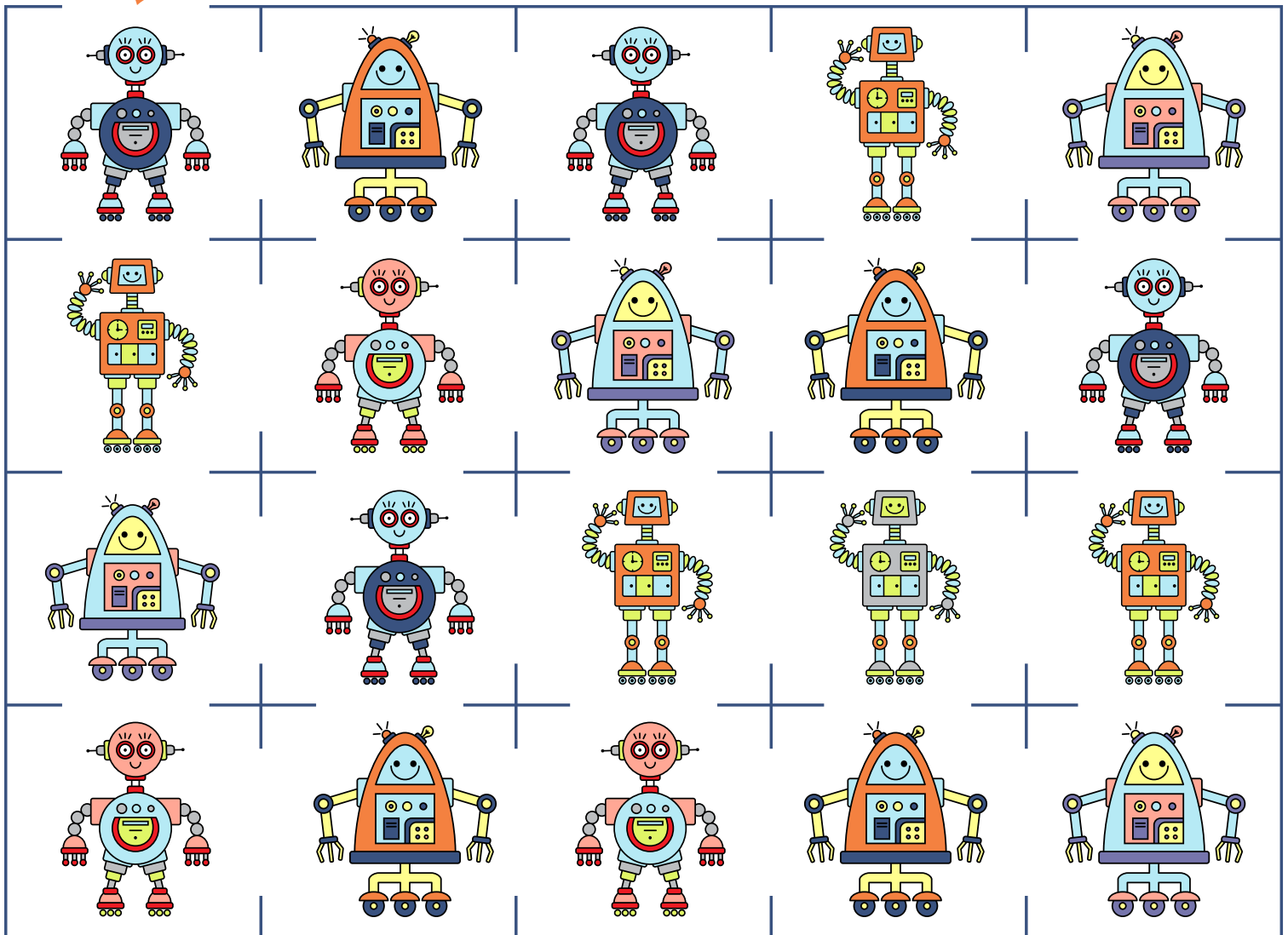
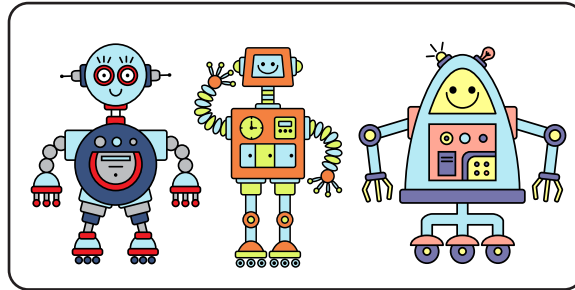
Mix and Match Robots

Directions: Color the robots. Cut apart the 4 robots and then cut each robot into three sections - head, body and legs. Glue your robot creations onto paper. Try playing a matching game. Print two copies and cut up the 12 total sections. Make a robot. How quickly can a partner match the robot you created?





Follow the robots through the maze
in the same order as the 3 robots
pictured below:

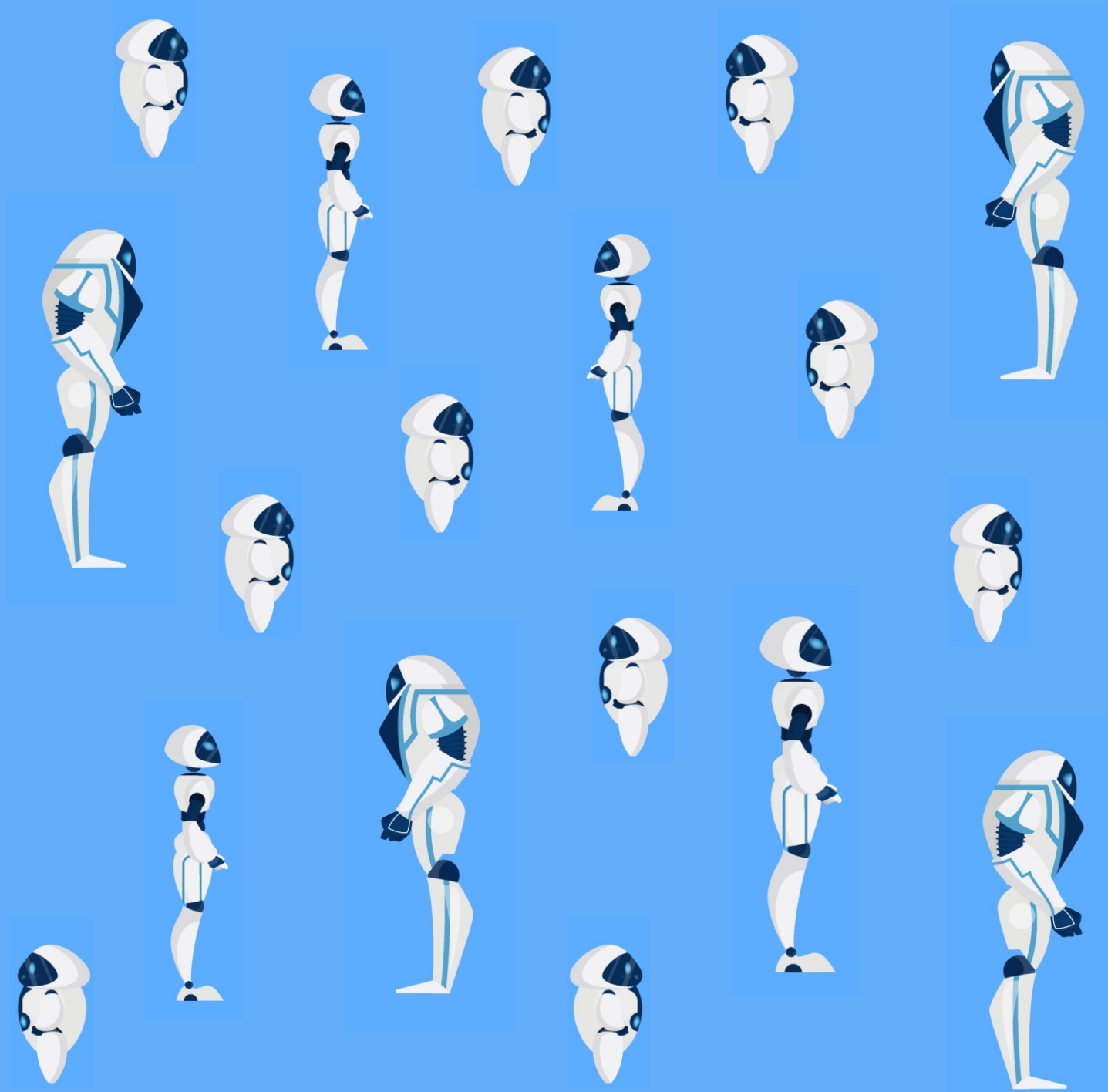


Right or Left?

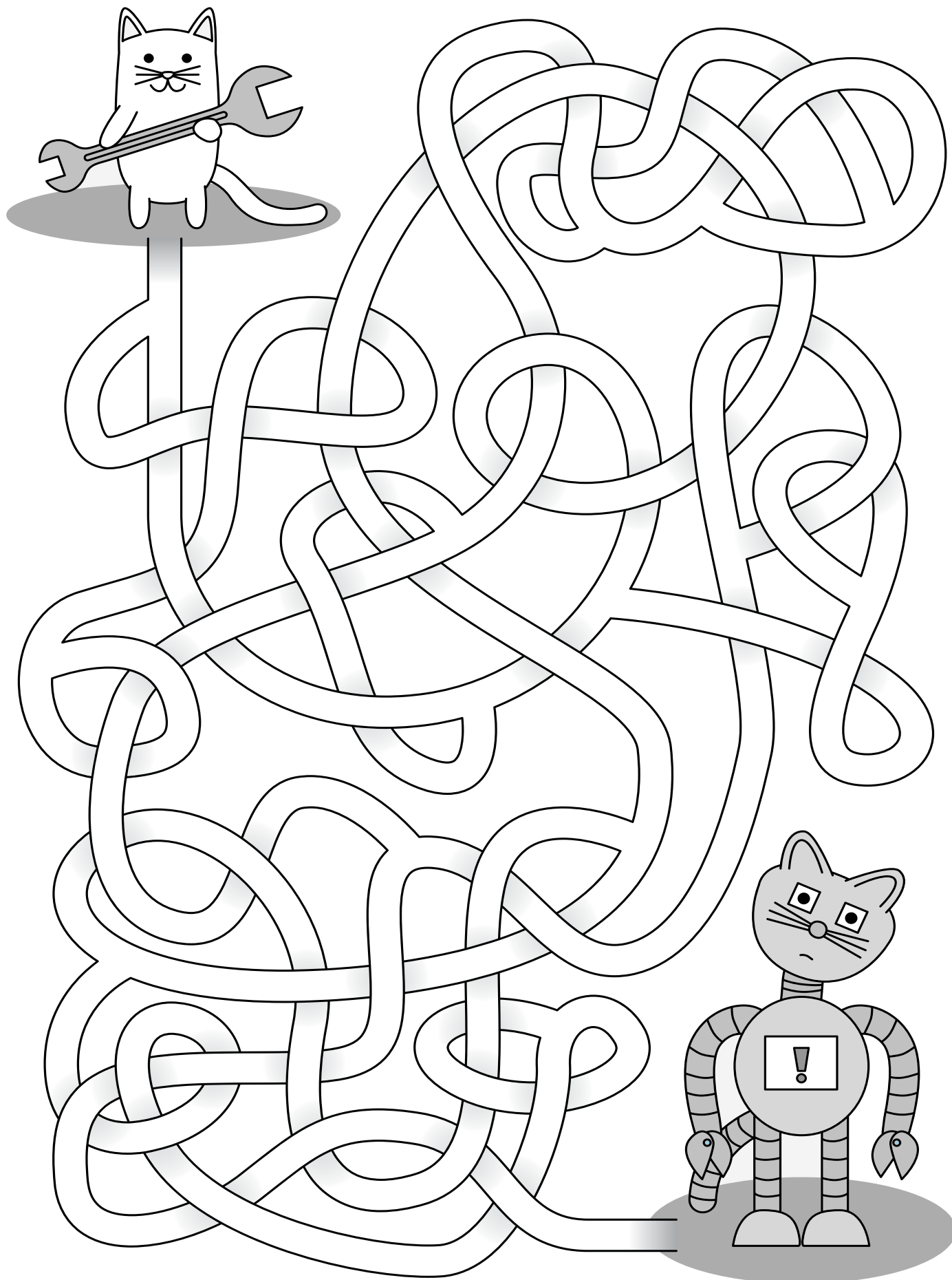
Directions: Count and record how many robots are looking right or left.

RIGHT?

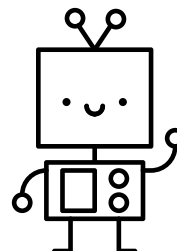
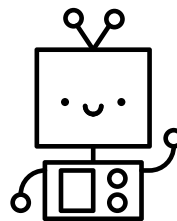
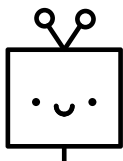
LEFT?



Help the cat get to his robot to fix it.



Directions: Cut out the 6 pictures at the top of the page. Mix them up. Paste in the proper sequence in the gray boxes. Now try to follow the step by step drawings to draw the picture yourself at the bottom of the page.



Step 1

Step 2

Step 3

Step 4

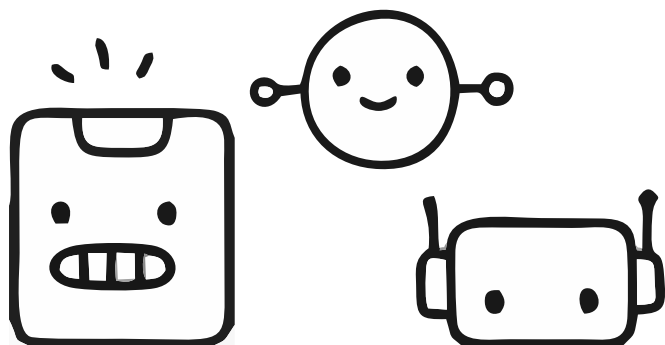
Step 5

Step 6

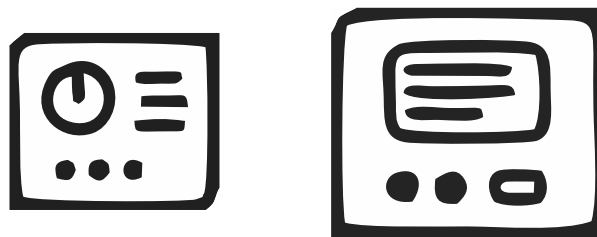
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How to Draw Robots

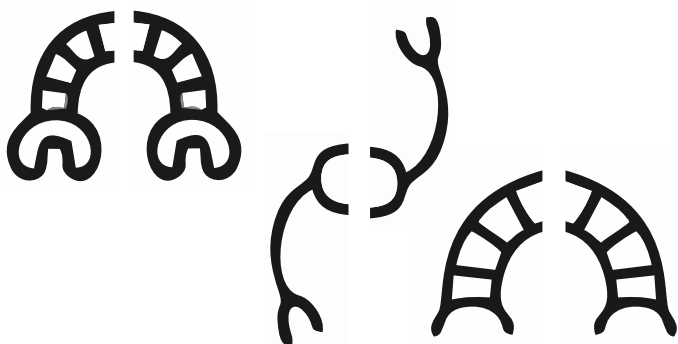
Draw a head.



Draw a body.



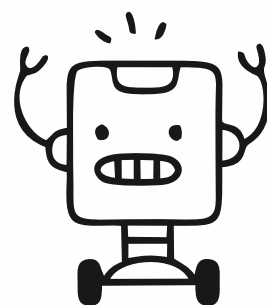
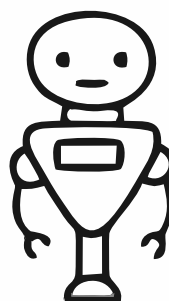
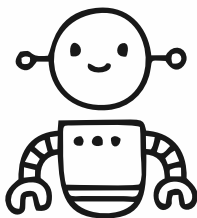
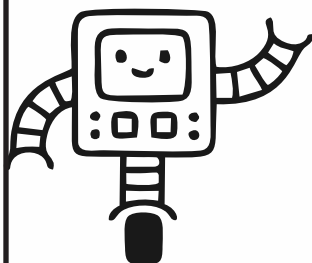
Draw arms.



Draw legs.



Draw your robots here



ROBOT WORD FIND

Find and circle the 10 words in the puzzle.

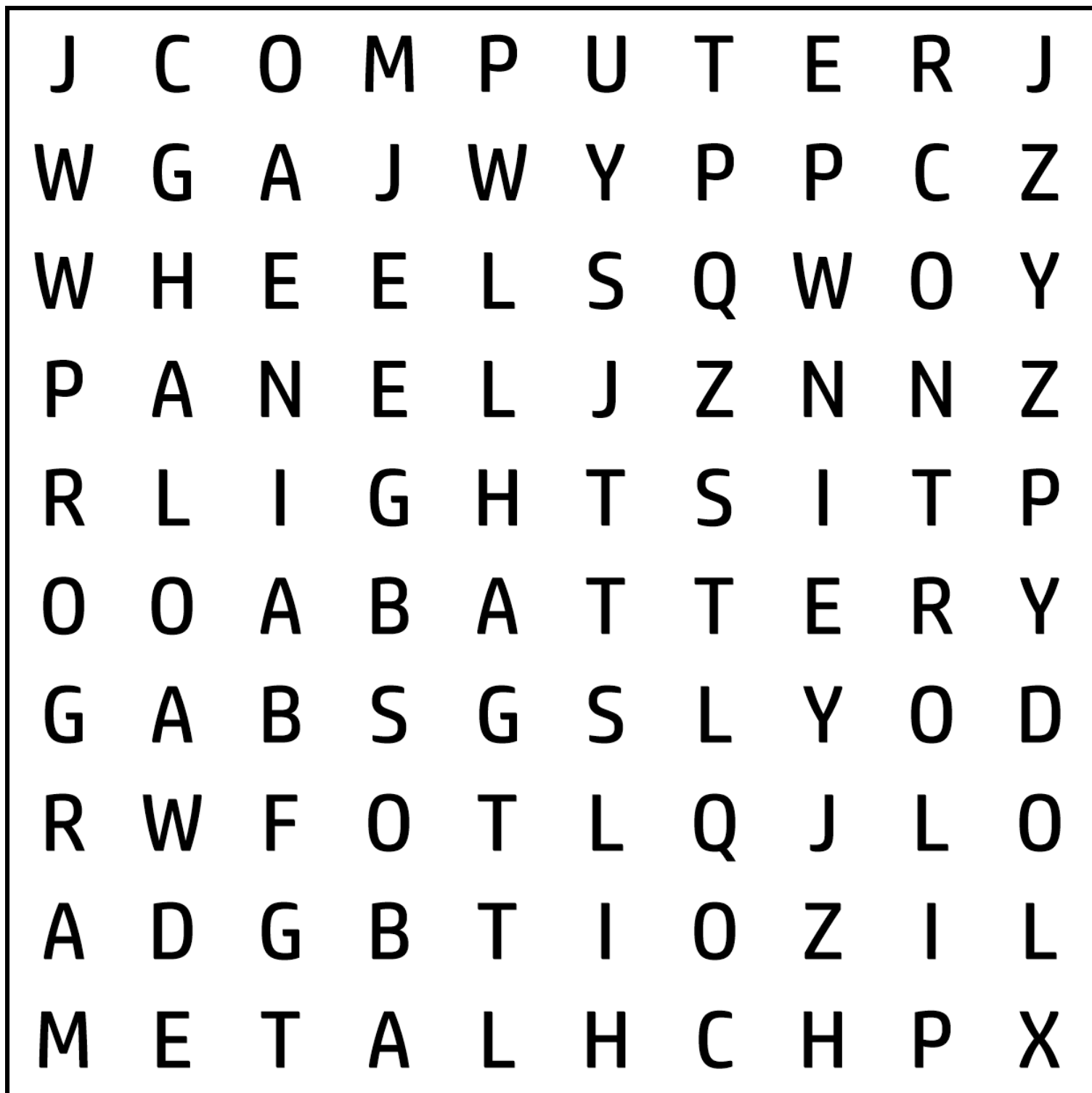
ROBOT
BATTERY

LIGHTS
PROGRAM

WHEELS
CONTROL

PANEL
PLASTIC

METAL
COMPUTER



ROBOT WORKOUT

Get your body moving with this robot workout.

Run in place for 30 seconds.

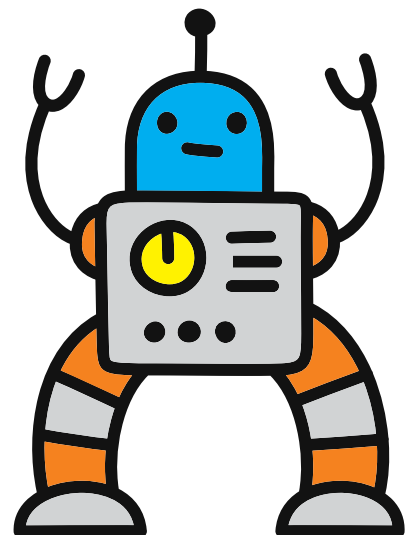
Obey the robot - do 20 arm circles.

Balance on left foot for 10 seconds.

Obey the robot - do 10 jumping jacks.

Trunk twists x 25 times.

Stand on right foot for 10 seconds.

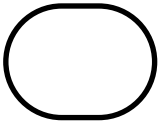
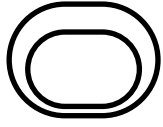
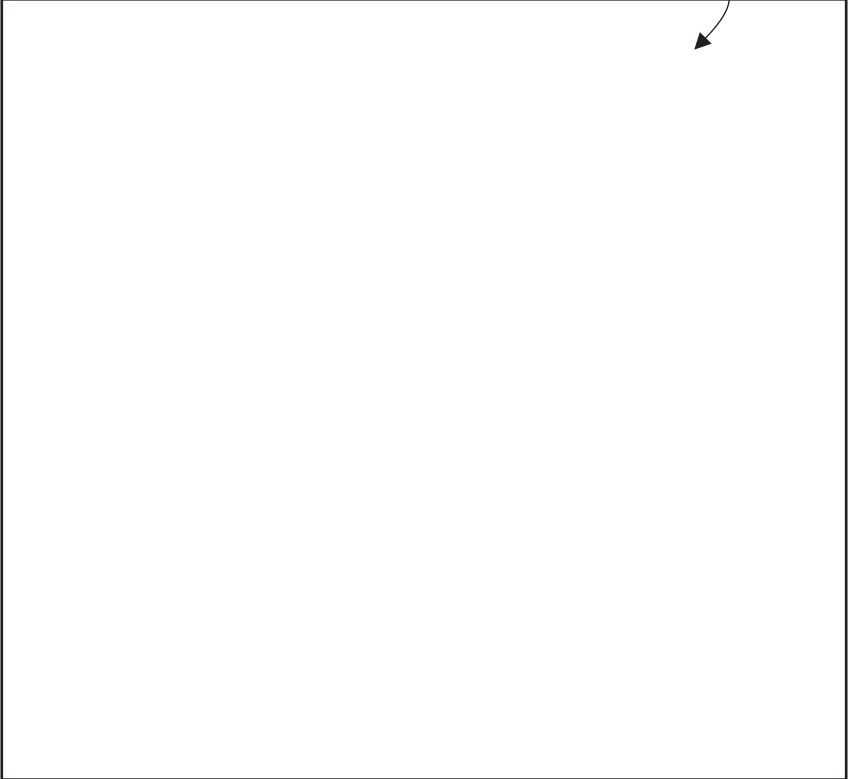


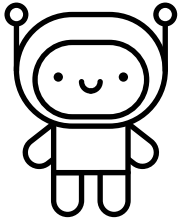
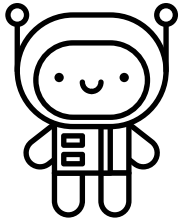


ROBOT HANGMAN

Player one has to think of a word. Cross out any boxes that you do not need. Player two has to guess the word before player one draws the robot.

--	--	--	--	--	--	--	--	--	--

If a player picks a letter that is not in the word, draw a section of the robot.

1 	2 	
3 	4 	
5 	6 	

Trace any letters below that are guessed that are not in the word.

Aa Bb Cc Dd Ee Ff

Gg Hh Ii Jj Kk Ll

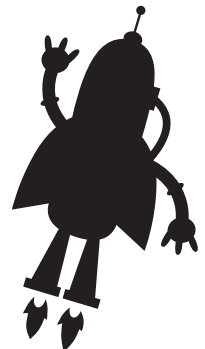
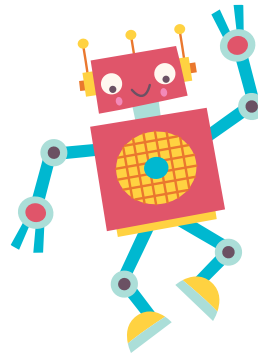
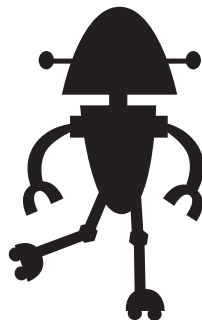
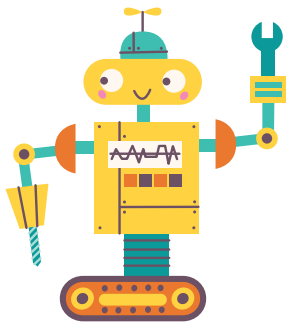
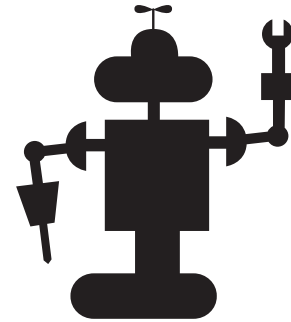
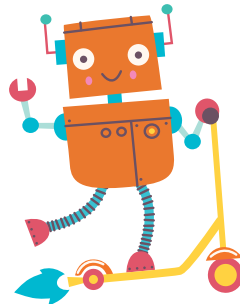
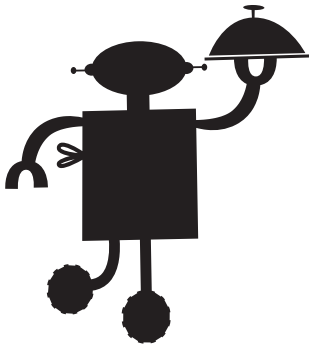
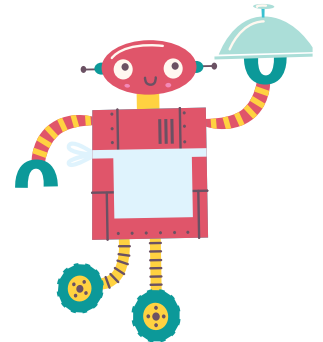
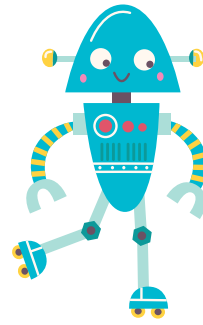
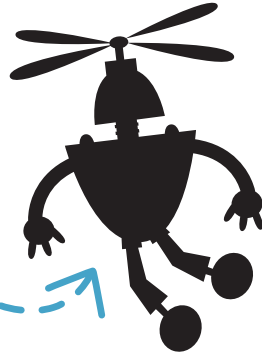
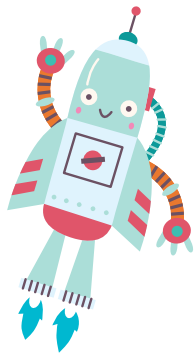
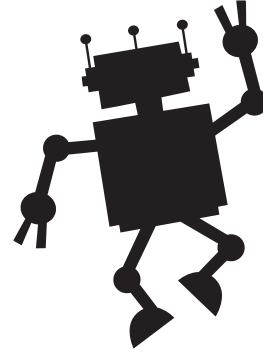
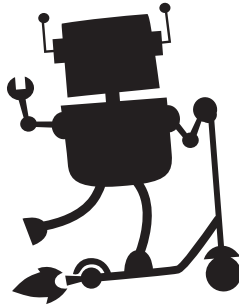
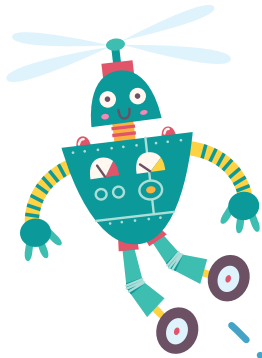
Mm Nn Oo Pp Qq

Rr Ss Tt Uu Vv

Ww Xx Yy Zz

Robot Shadow Match

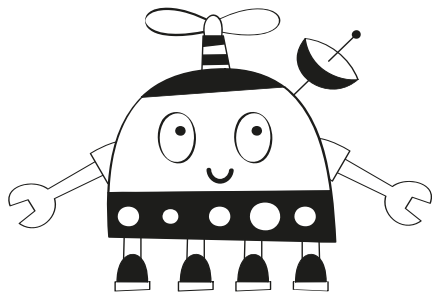
Draw a line connecting the robot to its matching shadow.



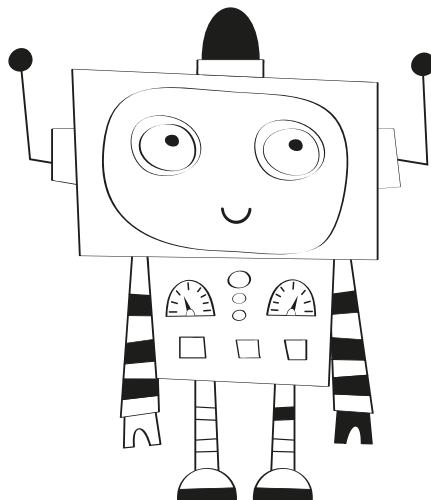
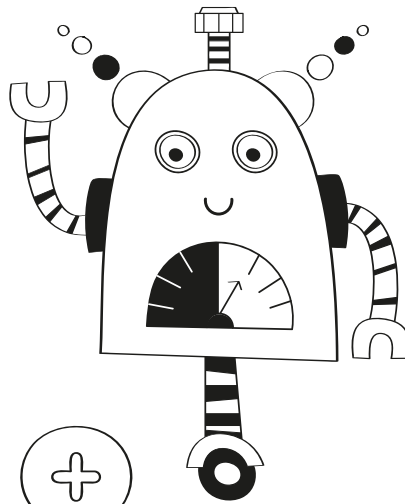
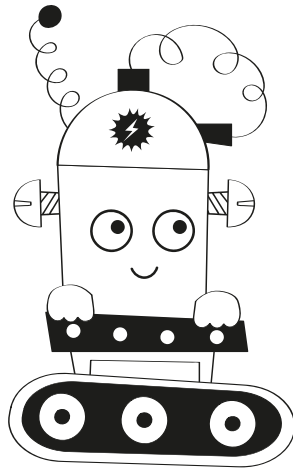
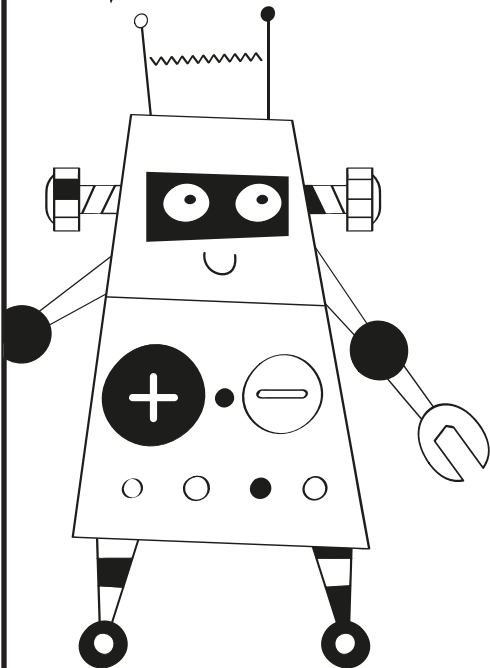
ROBOT READING

Color and cut out the robot reading bookmarks.

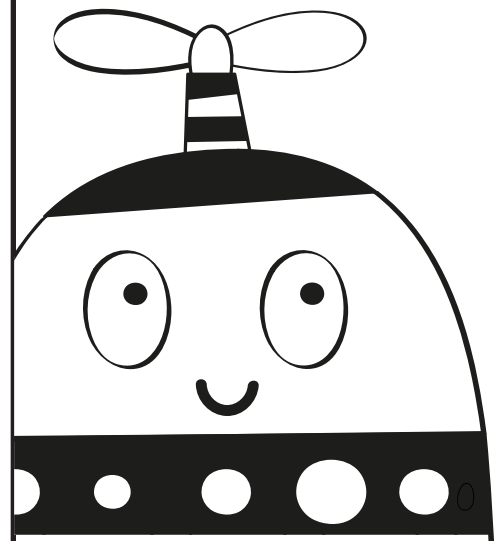
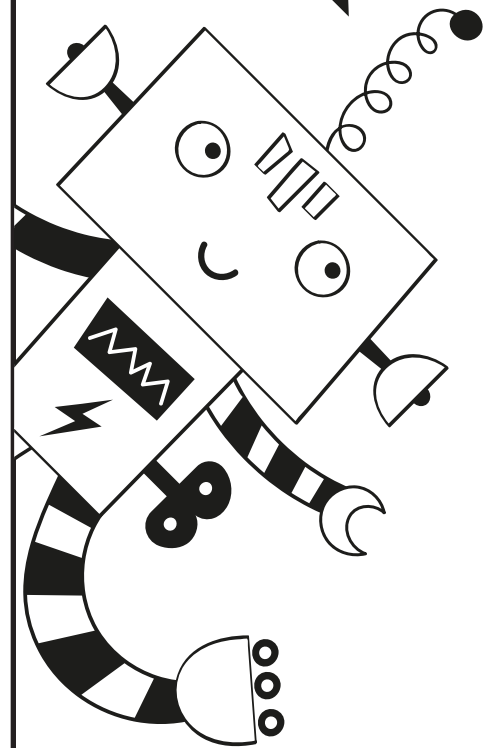
READING IS
OUT OF THIS
WORLD!



BEEP!

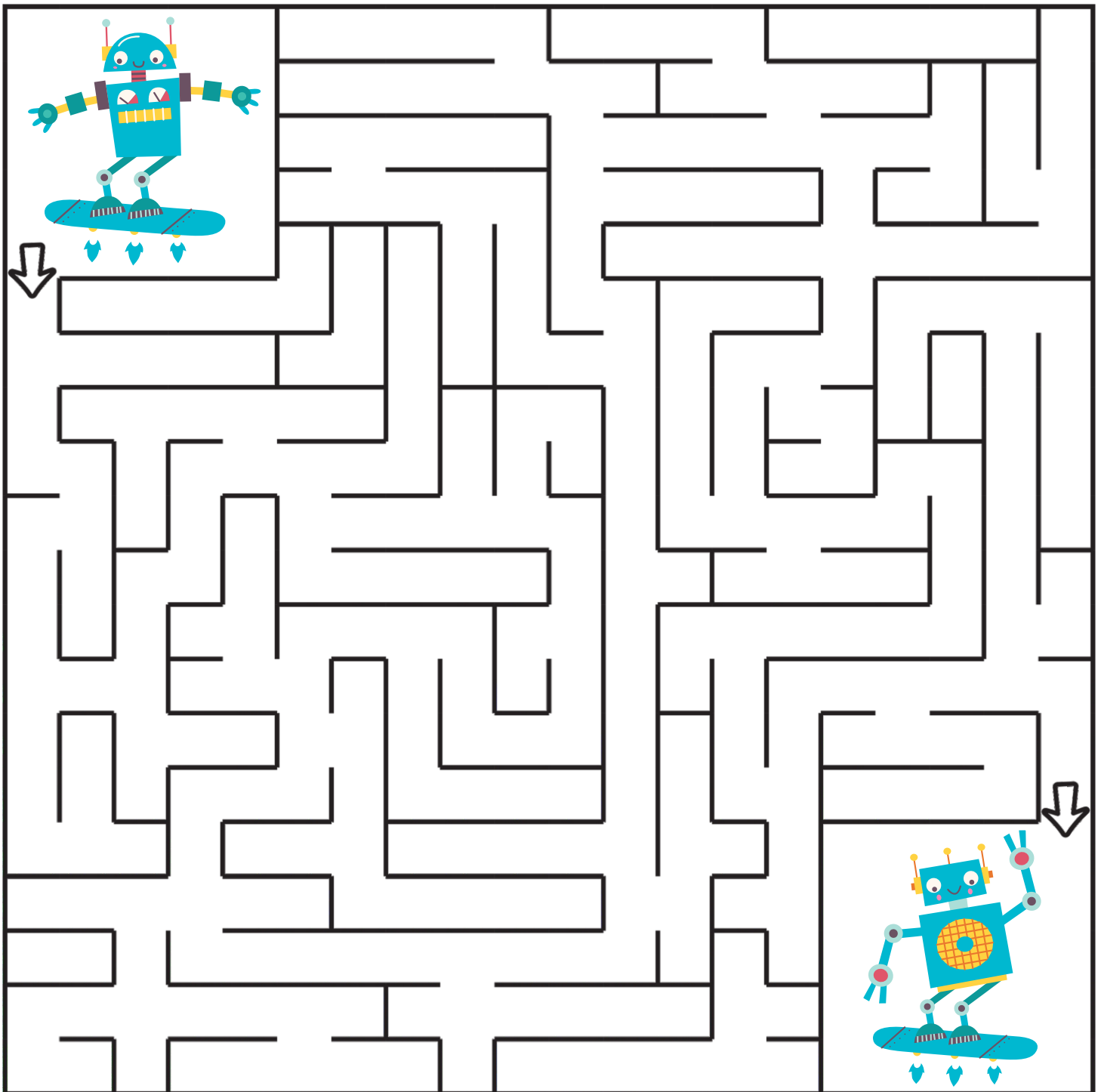


HAPPY
READING!



ROBOT MAZE

Draw a path for the skateboarder robot to meet up with his robot friend.

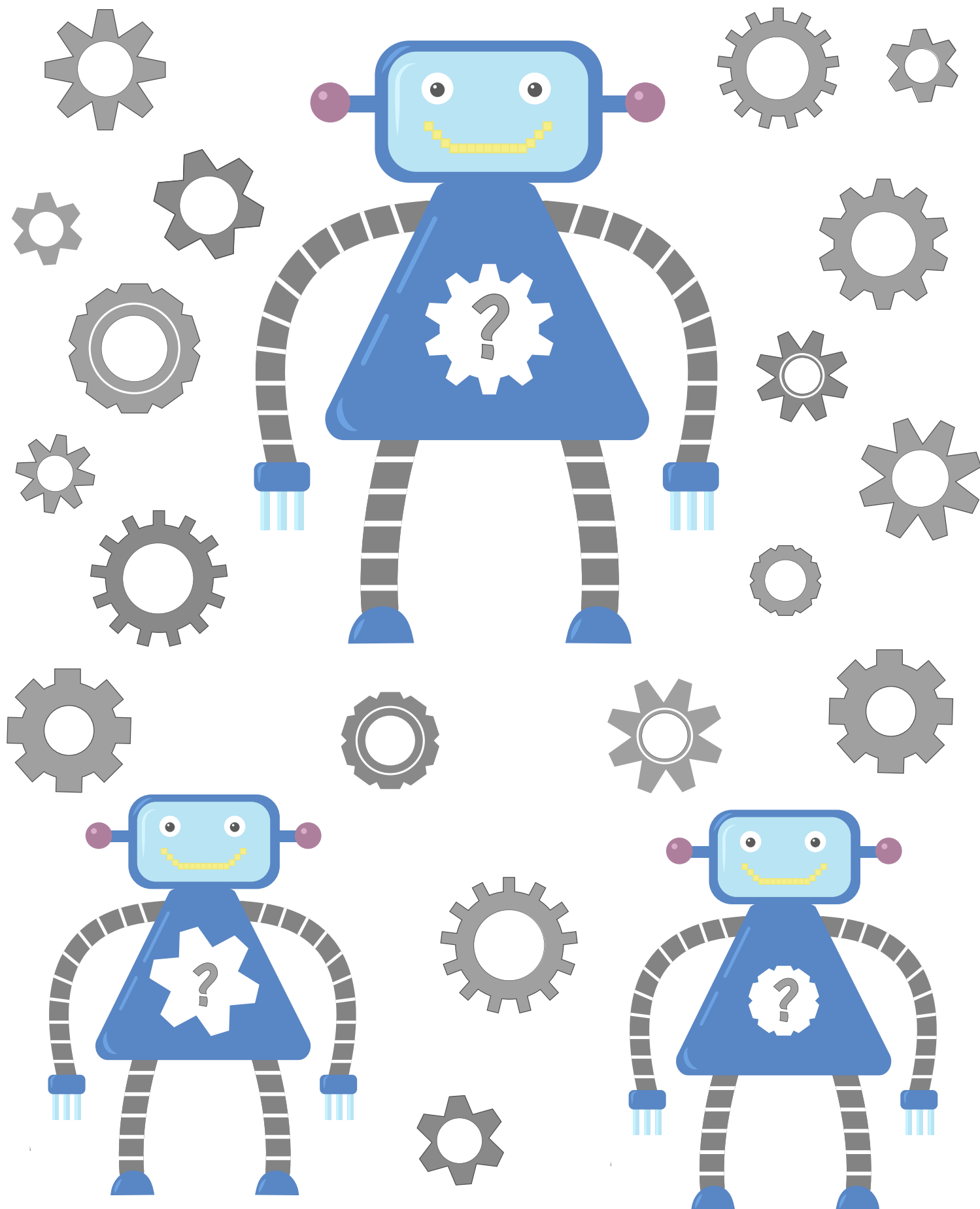


ROBOT MATCH UP

Directions: Laminate the page. Using thumb, index and middle finger create small balls of clay. Flatten each ball between thumb and index finger. Place clay over each circle. Player one removes two pieces of clay. If it is a match, keep the clay. If it is not a match, make the clay into a ball, flatten it and return back over the circles. Continue taking turns. The winner is the player with the largest ball of clay at the end of the game. Another idea is to use pennies to cover the circles instead of clay. Keep the pennies if you find a match. Option 2: Print 2 copies. Cut out all the small squares. Play a memory card game with the mini cards. Option 3: Using a dry erase marker, draw lines connecting each matching picture.



Draw a Line to the Missing Robot Part

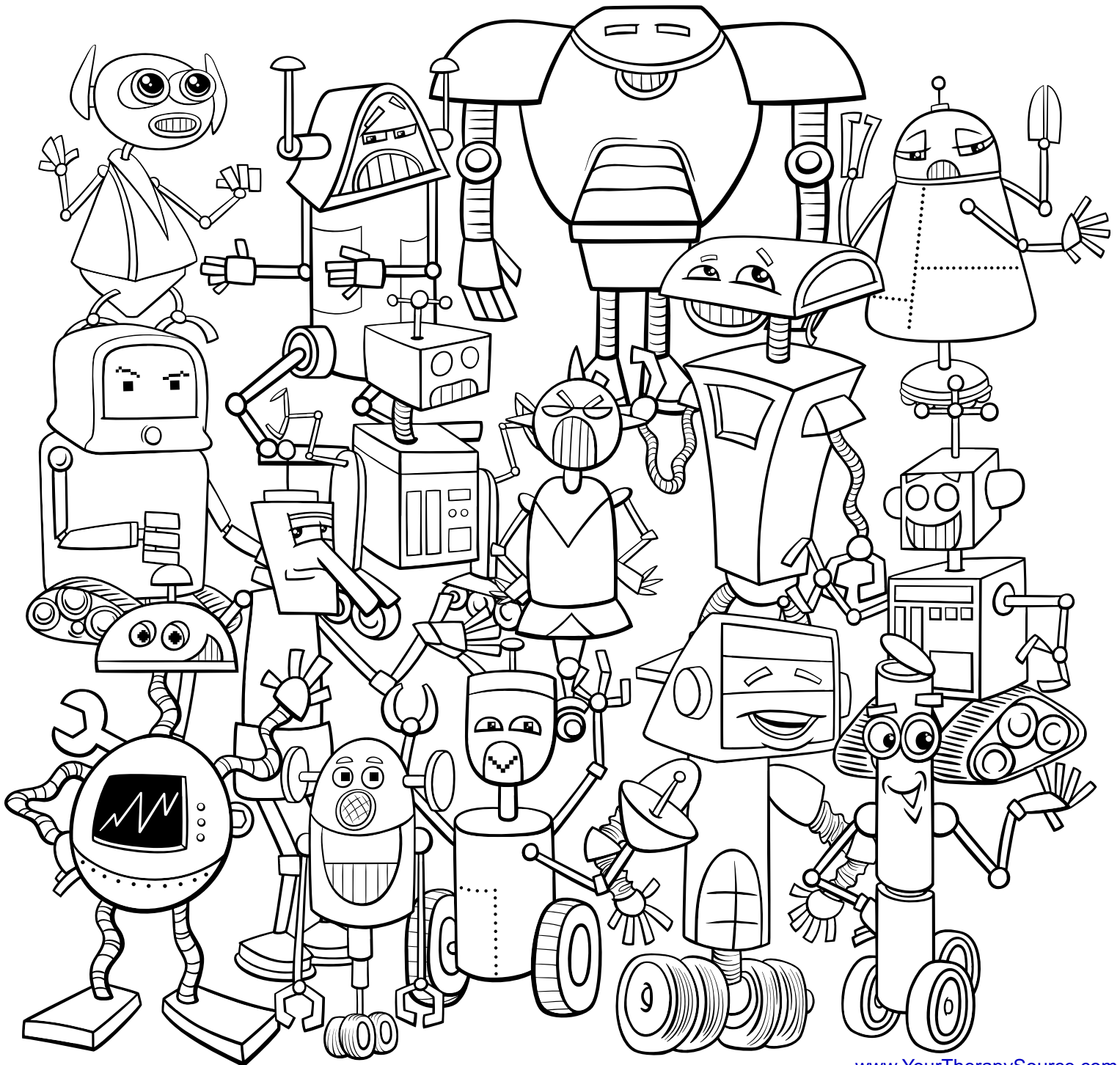
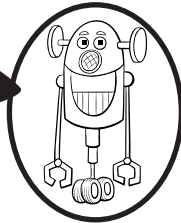


HOW MANY ROBOTS?

Count all of the robots.

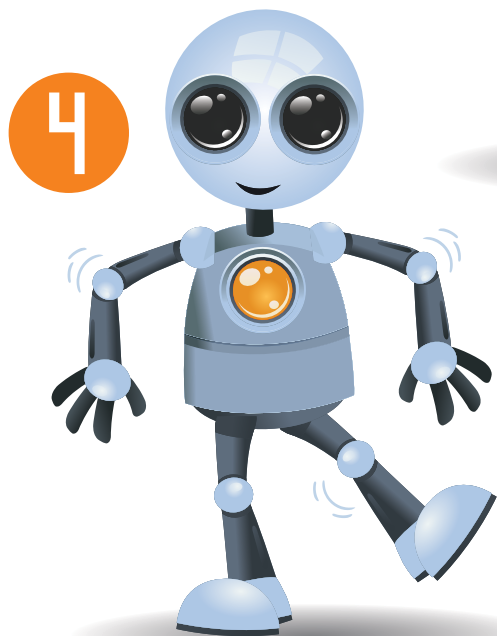
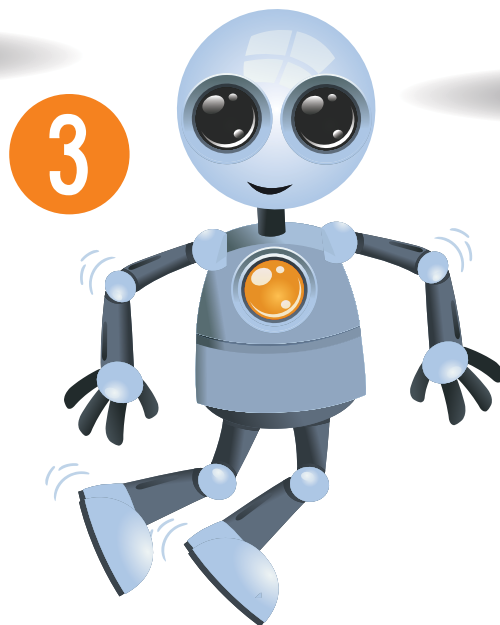
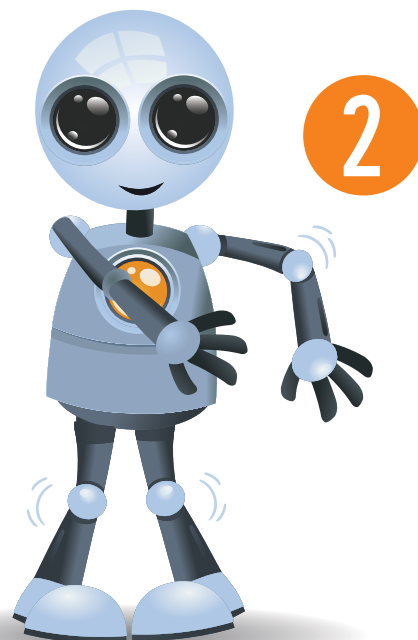
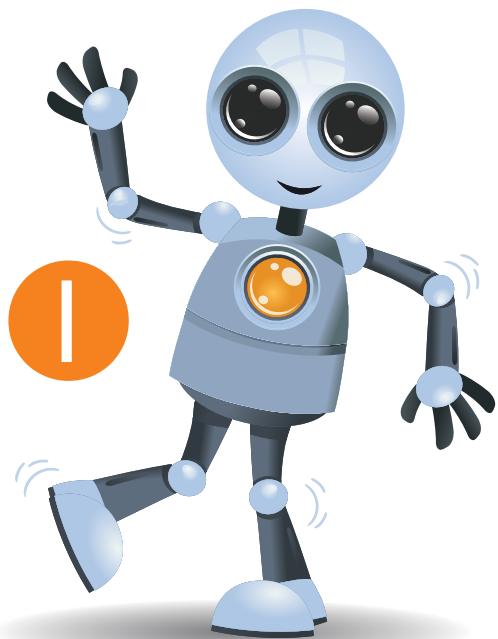
Write your answer in the box.

Find this robot
and color it green.

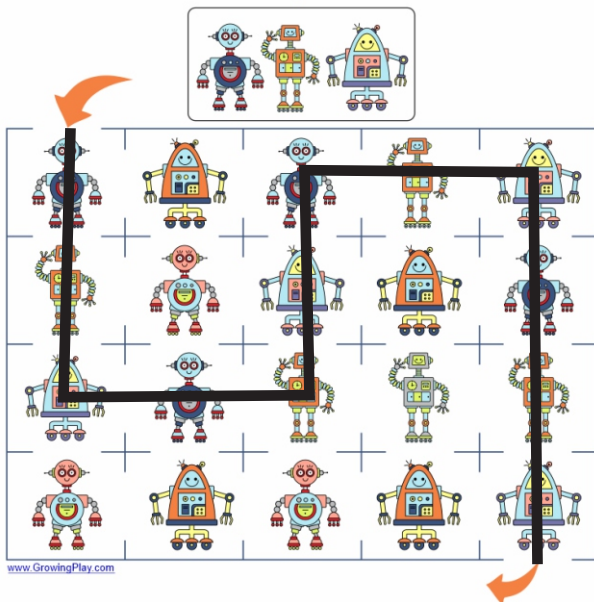
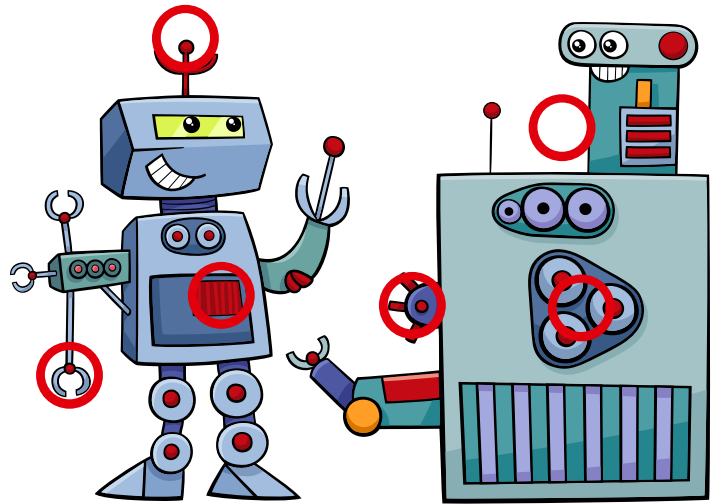
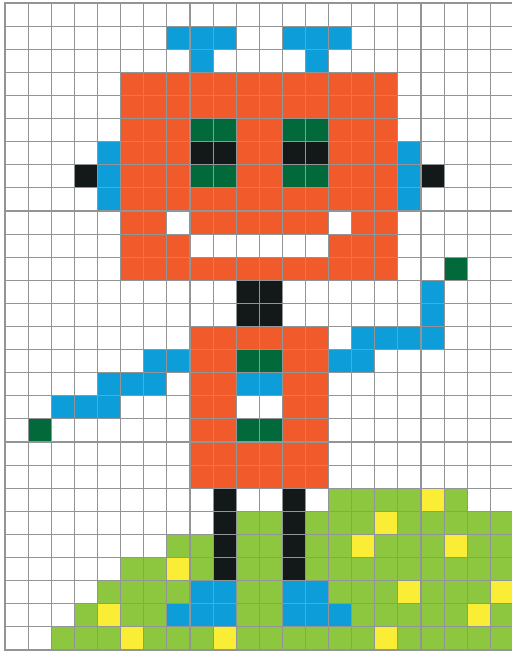


ROBOT DANCE MOVES

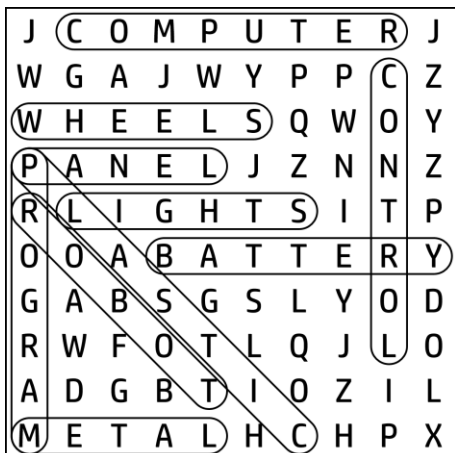
Turn on some music and copy these robot dance moves.



SOLUTIONS



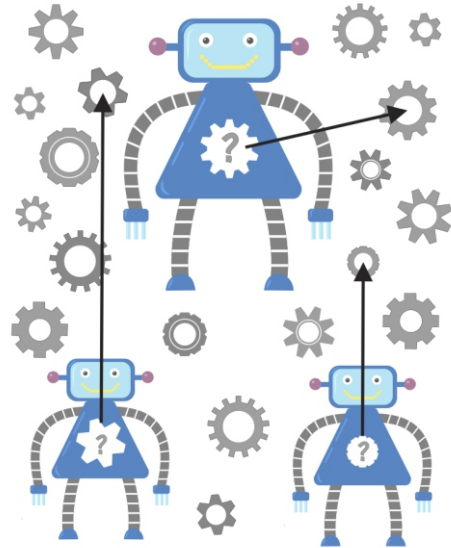
www.GrowingPlay.com



Right or Left?

11 are looking right
6 are looking left

Draw a Line to the Missing Robot Part



HOW MANY ROBOTS?

15