

Making a Robot's Head



Here is a fun craft activity which can lead to hours of fun and imaginative play; promote language development and problem solving skills. It also provides a motivating context for developing an understanding of positional language and following directions.

You will need an empty cardboard box large enough to fit over your head and some arts and crafts materials.



What to do

- Use your craft materials to turn the box into a robot head. You could do this very simply by drawing a face on it and cut out the eyes. You could paint it silver or use tinfoil, add use recycled bottle tops to add details such as buttons, dials and switches.



How to Play:

- Explain that this box turns the wearer into a robot. The robot is very good at following instructions but not so good at thinking for itself. It needs a programmer to give clear instructions.
- Put the box on your head and invite the 'programmer' to give some instructions, e.g., walk forward 3 steps, backwards 2 steps, turn left, turn right etc. Take turns being the robot and giving instructions.
- Set up obstacles such as cushions for the robot to be directed around. Make a remote-control box with arrows and numbers to be 'pressed' while saying the instructions. Take the robot around the home and garden.
- What new instructions can you come up with?



What are the children learning?

In movement games. I can use simple directions and describe position. MTH0-17a

- Follow and give instructions using forward, backward, up, down, left and right.
- Describe position and direction.
- Understand and use the vocabulary of position and direction in a variety of contexts.

I have the freedom to discover and choose ways to create images and objects using a variety of materials. EXA0-02a

- Gain confidence to explore and experiment with materials and technology to discover their potential and purposes.