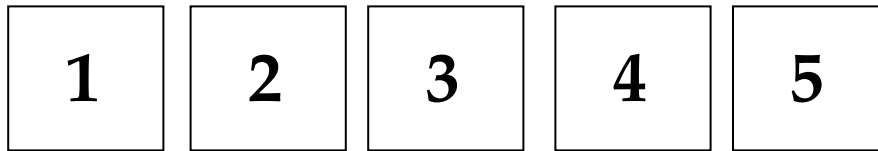


Student Activity 4-C: Connect the Dots

Can you invent a “Connect the Dots” game to play with Tuff-Bot?

Here is one idea!

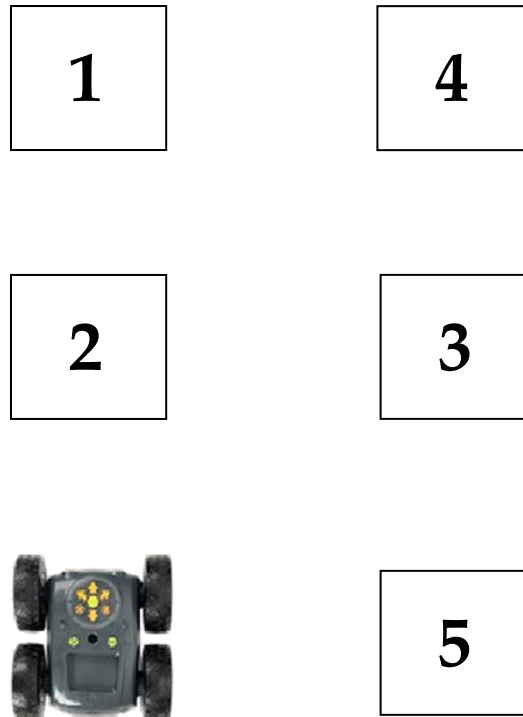
Divide up into groups. Give each person a card with a number on it, starting at 1.



Arrange the people so that when you connect the dots in numerical order, you get a recognizable design.

Start with a letter of the alphabet.

For example, what letter would this be?



You can practice moving Tuff-Bot using the Tuff-Bot Online Emulator on this blank mat.

https://tuffbot.terrapinlogo.com/?square_mat1

Write down what you did in your Tuff-Bot Journal.