Valiant Roamer
Activity Book

The Valiant Roamer

Roamers are a race of creatures descended from an ancient tribe of Gypsy Robots. They are very eccentric and love to change their appearance.

Use the Face Shapes to give your Roamer different identities.

Ready to GO

Switch on your Roamer and press (GO)

What did it do?

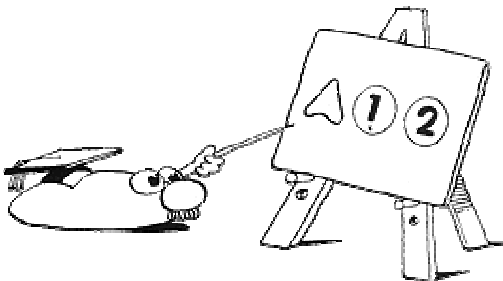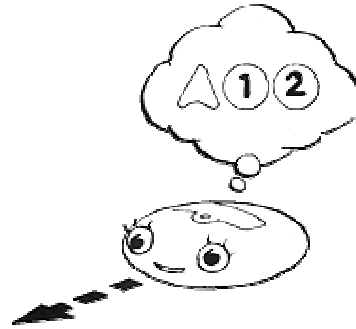Roamers remember what you tell them to do.

They do it when you press (GO)

They forget when you press (CM) (CM)

Try making your Roamer move forward. (You must tell it how far).

Try to discover how to make it turn.

See if you can make it hoot.

Ready to learn

What do you want the Roamer to do? Tell the Roamer to do three or four things, one after the other.

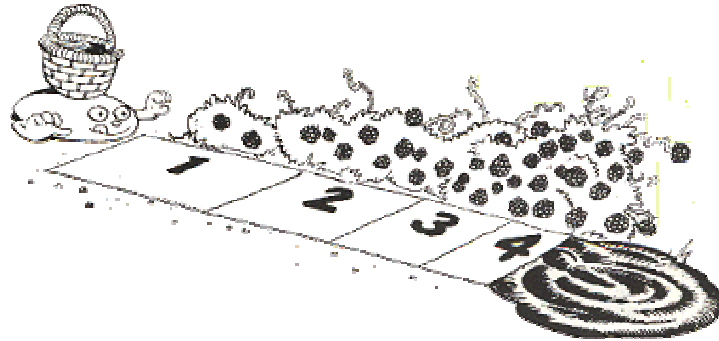Add a couple more things to what it's already done.

What happens if you press (Œ) and then press (GO) ?

Clear the memory and teach the Roamer something else.

Now you know how to program a Roamer try playing some of the games.

Blackberry Jam

Every Autumn Roamers go into the countryside to gather blackberries for jam. The blackberries grow near a muddy pond The bushes with the most berries are nearest the water and its easy for a Roamer to fall in if it goes near the edge. Roamers must fill their baskets as fast as they can. The bushes with the most berries are near the pond but if a Roamer falls in it loses everything and start again.

Mark out the playing area.

Decide how many kilograms of blackberries fill a basket.

Place the Roamer on the starting line.

Using and the number buttons, move the Roamer forward to one of the blackberry patches.

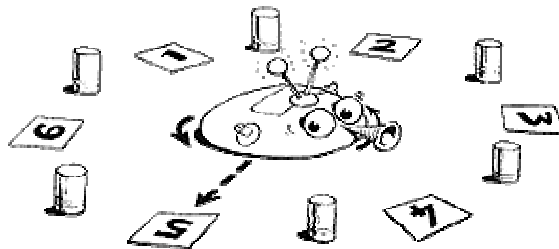The number on the patch shows how many kilograms are gathered.

If the Roamer lands between two patches, there is no score.

If any part of the Roamer lands in the pond, all the berries are lost.

If you score over the set amount, that turn does not count

Rice

Roamers love to gamble but it is against the law. The only place it is permitted is on the planet Las Roamas. The favourite game in the casinos is a cross between roulette and dice, known as "rice". Roamers like the game so much they travel from all over the Galaxy to play.

Place six empty cans, or blocks, in a circle and label the gaps from 1 to 6.

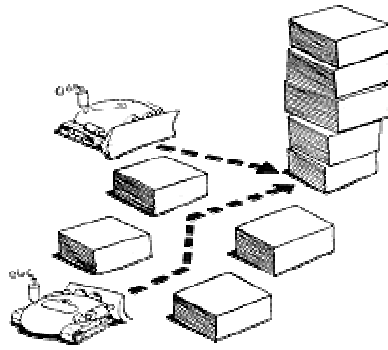Place the Roamer in the centre of the circle.

Throw a die.

Key in a turn and a move, then press GO to move the Roamer through the gap with the same number.

If the Roamer passes through the right gap, that number is scored.

If a pillar is knocked over, or the Roamer passes through the wrong gap, there is no score.

Move the Roamer to the centre for the next player's turn.

The player with the highest score, after a set number of turns, wins

Demolition Roamer
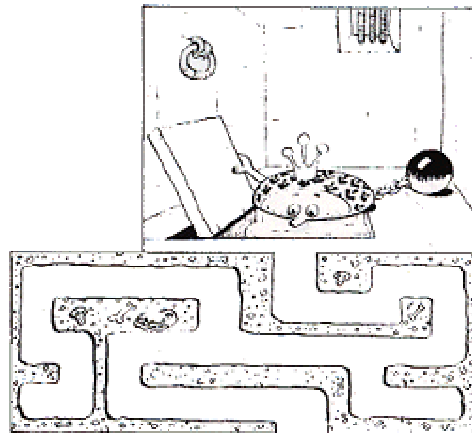
Build a tower from empty boxes or polystyrene blocks.

Position the Roamer at any starting point.

Instruct the Roamer to knock down the tower using moves and turns.

Obstacles may be placed in the path which the Roamer must avoid during demolition.

Escape

Once a Bad Baroness captured Prince Roamer, imprisoned him in the dungeon and demanded a ransom. A friendly Roamer Rat told him about a secret maze beneath the floor and the prince escaped. Unfortunately by the time he found his way out, the ransom had been paid.

Build a maze.

Program Prince Roamer's escape route through the maze.

Old MacRoamer's Farm

When a Roamer gets tired of the city it can always go to the countryside for some peace and quiet. However, all Roamers avoid Old MacRoamer's Farm. It's noisier and busier than the town.

Make the Roamer into a farm animal, or machine.

Use the ⏀ key to make sound effects.

Fitness Test

Every six months Roamers must take a fitness test.
Find out:

How fast the Roamer moves forward

How fast it moves backward

How quickly it turns

What is the steepest slope it can climb
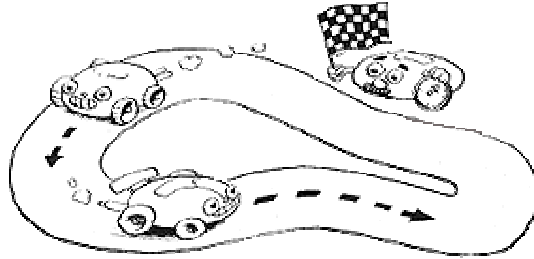
How much the Roamer can pull

How much the Roamer can push
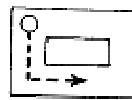
Roamer Racetrack

Mark out a racetrack.

Place the Roamer on the starting line and move it around the track.

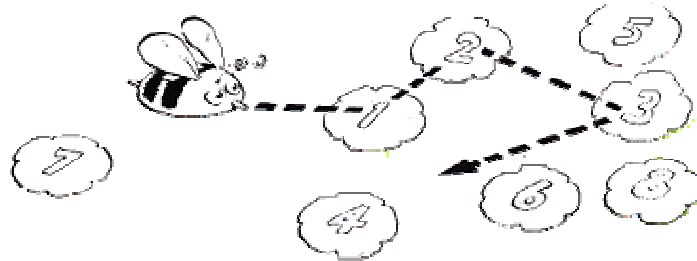Try to get round using fewer moves, and beat your 'lap record'.

Look for a pattern where the moves and turns repeat, and use ⓡ to break your record.

Making Honey

Every Spring Roamers put on their bumble bee outfits and buzz off into the flower's collecting pollen. They take it home and make it into honey.

Place numbered flowers randomly on the floor.

Put the Roamer in the starting position.

Program the Roamer to move to the first flower and collect the pollen.

If it lands on the flower, have another go and try to land on the second flower, and so on.

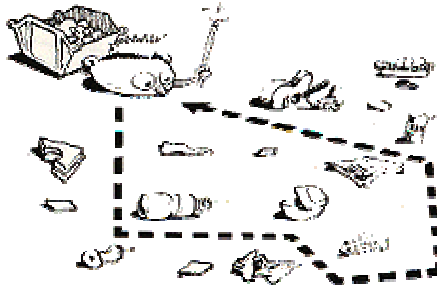If the Roamer misses a flower, the turn ends and the next player begins.

On your second turn, start from the last flower you landed on.

The first Roamer to collect pollen from each flower is the winner.

Another game is to see who can get furthest around the course by writing one program for all the moves

Collecting Rubbish

Every year after the Roamer Rock Festival, the Isle of Music is covered in litter. The Roamer who collects the most is allowed to sing at next year's concert. Many Roamer rockstars started their careers collecting rubbish.

Place litter around the floor and put the Roamer in the starting position.

To collect the rubbish, the Roamer must circle it and return home. If the Roamer does not reach home, there is no score.

Decide on a limit for the total distance of each player's turn.

The player collecting the most rubbish programs a tune into the Roamer.
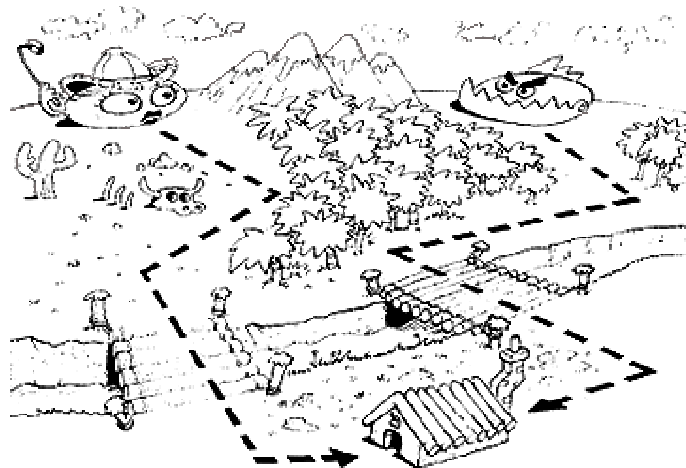
Roamer Muncher

Explorer Roamer had a nasty surprise when she met a Roamer Muncher on her travels. The guide book said they were extinct. Munchers love to eat explorers and will chase them day and night. The explorer's only hope was to race home before the Muncher caught up.
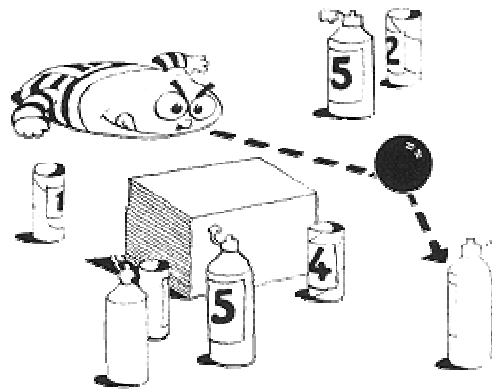
Build a model of the countryside. Use objects to represent the explorer's home and obstacles like the mountains, desert and lake.

This is a game for two players

The first person plays the part of the Explorer, places the Roamer in the starting position and programs it to take the shortest route home. Write down each instruction so that you know the total distance home.

The second player plays Roamer Muncher and places the Roamer in the starting position. If the Muncher reaches the Explorer's home in a shorter distance it eats the Explorer. The Explorer wins if it travels home by a shorter route than the Muncher.

Roamer Skittles

Use cardboard tubes, or washing up liquid bottles, as skittles.
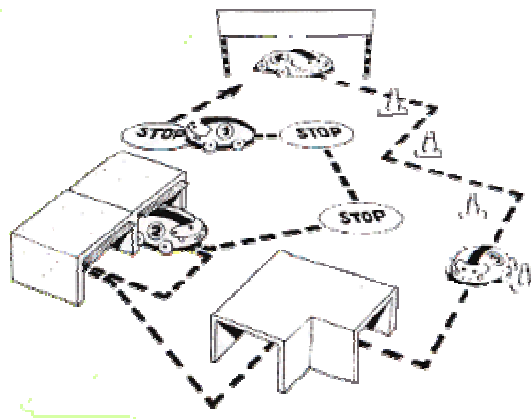
Number them and place them on the floor.

Place a ball on the floor.

Program the Roamer to knock the ball into a skittle.

Use as many instructions as you want, but only one press of GO, for each turn.

Score the numbers on the skittles you knock over with the ball. The game ends when all the skittles are upturned.

If you miss the skittle, or knock it over with the Roamer, the turn finishes and the next player begins.

Roamer Car Trials

The favourite event at the Roamer Olympics is the Car Trials. Roamers with bad memories sometimes take months to complete the course. Once the Games were delayed because Miss Amnesia Roamer was still going round from the last Olympics.

Mark out the Trials course.

Write and test a procedure for each section of the course.

Write procedures to take the Roamer from one section to the next.

Combine all the procedures into one GO program, so the Roamer will travel round the course with one press of GO.
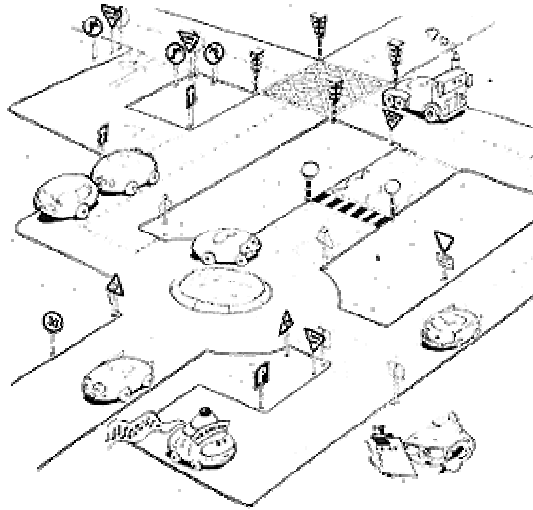
Driving Test

Create a street scene with road signs, a one way system, etc.

One person plays the examiner, another takes the driving test.

The examiner decides on a route and tells the applicant where to turn, reverse into a side street and do a three-point turn.

The applicant programs the Roamer to travel the route, obeying the Highway Code.

The applicant becomes a qualified Roamer driver if the route is completed without a mistake.

The examiner and the applicant may then exchange roles, and the examiner may take the test
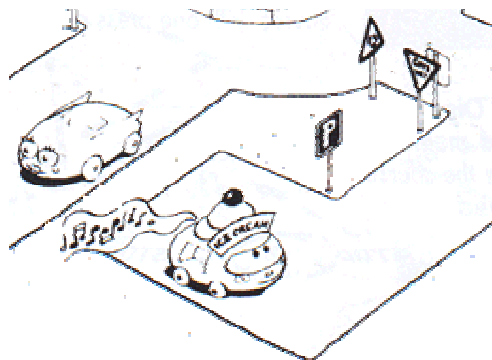
Ice Cream

Roamers like ice cream. If the Roamer Ice Cream Van doesn't appear on a hot day an Ice Cream Riot may start, so the Van has to plan its journey very carefully.

Make the Roamer look like an ice cream van.

Write a short tune for the Roamer to play when it stops. It will make things easier if you write this in the form of a procedure.

Plan a route through the town.

Program the Roamer van to travel through the own. It should stop at least three times to play its tune and sell ice cream. It should also obey the rules of the road.

Roamer Explorer

Roamers are descended from a race of Gypsy Robots. They love to travel and explore.

Create a landscape for the Roamer to explore.

Program the Roamer to travel through the landscape.

Roamer explorers always keep a diary of their adventures and draw a map of the land they have explored. Record the journey in a diary. Keep measurements of the distances between each place and draw a map of the area.

You may wish to place a compass on the Roamer to help draw your map.

If your Roamer has a pen holder you could write the movements in a procedure change the scale of movement and get the Roamer to draw its path on a piece of paper. This will help draw the map.