

Free Activities in Roamer Activity Library



Valiant User Group Magazine

Activities are a key element in the creation of a rich learning environment involving educational robots. "It's not the technology; it's what you do with it that counts". Valiant Technology is the oldest educational robotic company in the World. By combining our 28 years of experience with the practical knowledge of large network of enthusiastic classroom teachers from around the World we have created the Roamer Activity Library. This article gives you a brief introduction to this free and powerful resource.

The Activity Library is a tremendous source of practical classroom applications and projects. The materials cover pre-school to high school. The focus is predominantly on STEM and English language, but we also cover subjects like history, geography, art, etc. In fact most activities are cross curricular.

Educational robotics is not "learning about robots", that is "robotics education". It is about students using robots to learn.

Dave Catlin

Activities can work in a variety of ways; the Educational Robotic Application (ERA) principle of Pedagogy has identified 28 different activity strategies. These range from simple challenges or demonstrations, to provocateur strategies which cause the students to think about important ideas or issues. You will also find that the nature of Roamer activities often develop sustainable skills – for example the ability to work in groups, communication skills, creativity, problem solving, etc.

Free and Commercial Activities

Using the Library is free. And so are many of the activities.

I like Roamer because it helps me teach difficult ideas. Students like it because its fun.

Helen Logan

You can purchase some activities. These often include something special like generic robot behaviours that allow you to access different types of free activities. Or they provide a structured course aimed at supporting your teaching throughout the year. Here the activities

work together looking at particular topics that you need to teach. So you might find several activities focusing different aspects of an idea like subtraction, or living and non living things. The packages embrace spiral curriculum strategies, gradually increasing the student's ability to use Roamer and deepening their knowledge on particular topics.

We recommend that you purchase the basic activity packs for your core syllabus. Then supplement these materials with other free activities.

Old and New Activities

Activities developed for the new Roamer have a particular organisation and approach. However, there is wealth of materials available developed for the Classic Roamer. You can still use them. Roamer-Too is an evolution of the original Roamer and indeed of its Turtle predecessor. We have included all the old Roamer activities in an electronic format of their original print version. Gradually, we will try and up date these to the new format.

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Entering the Roamer Activity Library

You need a Library Card to enter the library. There are two types:

1. **Guest Pass** This allows you to enter the library and conduct searches. You can look at the search reports and you can explore a few of example Activities.
2. **User Card** You need to own a Roamer to obtain a User Card. This allows you to search and access all free activities. You can also access the activities your school has purchased.

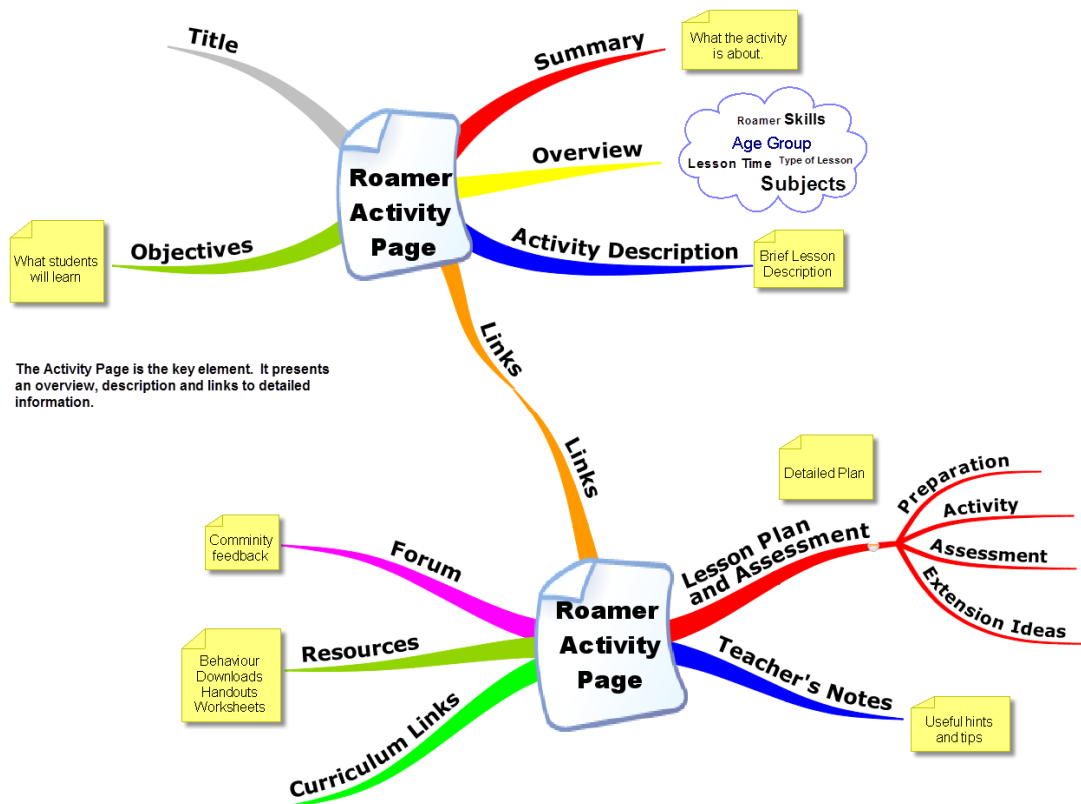
Searching for Activities

When you enter the library you will find a number of search options - you can search by:

1. By age group and subject
2. Your experience with Roamer, length of lesson or the availability of the activity
3. Activity Name, reference number or keywords

You can refine these searches to include factors like classroom organisation, experience with Roamer and time available.

Activity Organisation



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Presenting the Activities

Activity users will vary from the most talented and experienced teachers to teaching assistants, student teachers, or parents helping in an after school club. The activities are not prescriptive. We encourage teachers to modify them to suit the needs of their students. Unfortunately, as soon as pen hits paper there is a tendency to for us to "follow or think we should follow the instructions". Another consideration in the presentation design is what information teachers want. A survey of teachers showed a significant diversity in expectations.

Putting all these issues together presents a problem: if you provide all the information that people have asked for and meet the needs of the inexperienced – you end up with an overwhelming amount of information. Even the simplest activity begins to look complicated.

Thanks to the electronic age of publishing we can present the Activities in layers of information. The experienced teacher can scan an activity and those who need more information it is just a click away.

Explore the Library

You can apply for a free guest pass enter the library and look around. Just click on the Library Link.



Click on the Icon to access the library.



Click on the Icon to access a video about using the library.



Set up RSS Feed.



Quick Start - Roamer Activities

Stop Press:

It is taking longer than we anticipated to load activities into the library. We beg your patience. We will endeavour to load is several a week. Please check the library regularly or alternatively set up an RSS feed from the library pages. This will automatically tell you when we add new activities.