 **Botley**: Number order

**Grade 3 SCO:** N3: Compare and order numbers to 1000.

Description:

Students will code Botley to travel to numbers in sequence from a certain starting point.

### Materials:

Botley, blank mat, Post-It or cards, dice

### Prep:

Using a blank mat, place Post-Its or cards with random numerals from 1 to 1000 randomly within the grid.

### Activity:

Students will choose a number on the mat to be their starting point. Their task is to travel to five numbers, in order. Students will roll the dice. If a 1, 2, or 3 is rolled, students will travel in ascending order. If 4, 5, or 6, they will travel in descending order. Next, the student will program Botley to travel to the next numbers in sequence.

*Prompt students to attempt to use Botley’s Loop function if certain movements along their path will be repeated.*