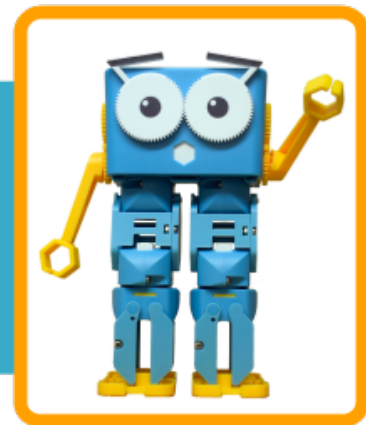


MARTY TEACHER GUIDE

Prompts and Questions to Support Delivery of Lessons



Marty Finds and Fixes Mistakes

Reminders about Marty

It is important to remind learners that Marty isn't a toy. This should be stated regularly to reinforce good practice. Learners need to show respect for the device so that Marty can work properly, for them, for a long time.

The Cards

The color cards need to be properly oriented in order to function as intended. The 'bugs' in the villagers' code is that they have the cards facing the wrong way when they are placed on the ground. When you share the buggy code with learners, be certain to place the cards with the icons for Marty facing the same way as they are on the resource pages. When learners see that the Marty image is in the wrong place on the card and they turn it to fix this, the orientation of the icon changes, letting learners know the way that Marty will move when he walks on that card.

Setting up the Route

Depending on time and staff resource, the routes could be arranged before learners enter the class or they could be set up with adult supervision. It is important that learners first talk about what they think is supposed to happen – what the village children meant to happen – and then talk about what needs to change. The correct answer often involves two of the same color card, so be prepared for this; perhaps adult helpers could have a collection of spare cards to support.

The discussion

Allow for lots of thinking and rearranging time for the cards. Reinforce the idea that the cards are for Marty, and he needs to have the cards facing the correct way in order to correctly understand the commands, much like the way we look at books and the pictures or words in books. Draw attention to the Marty icon and how they are placed on the green card, if learners are still a bit stuck.