



## Sound

### Guess the Sound – Sports

#### Key Competences

- ☒ Literacy  
☒ Multilingualism  
☐ Active citizenship  
☐ Entrepreneurship

- ☐ Cultural awareness and expression  
☒ Numerical, scientific and engineering skills  
☒ Digital and technology-based competences  
☐ Interpersonal skills

#### Grade

- ☒ 1   ☒ 2   ☐ 3   ☐ 4

#### Duration

50 minutes

#### Grouping

- ☒ whole class   ☐ groups of   ☐ partner work   ☐ individual work

#### You need

Guess the Sound – Sports Blue-Bot mat, Blue-Bot, Tablet with Blue-Bot app installed, Tablet with QR-Code reader

#### Procedure

1. Arrange pupils to sit in a circle around the Blue-Bot mat.
2. Scan the QR-Code from the START square. It will take you to a YouTube video.
3. Press play, let your students listen to the first sound and pause the video.
4. Ask: "What are they playing?" and let one of the pupils give an answer.
5. If the answer is right, the pupil writes the algorithm on the tablet to move the Blue-Bot to the correct square.
6. If the answer or the algorithm is wrong, pick another pupil.
7. Press play again to listen to second sound and repeat the previous procedure until you have listened to all the sounds.

Vocabulary: table tennis, golf, skiing, basketball, bowling, tennis, swimming, horse riding, badminton, baseball

Language: "What are they playing?"

"They are playing table tennis/ golf/ basketball/ bowling/ tennis/ badminton/ baseball."

"They are skiing/ swimming/ horse riding."

Follow up 1:

All pupils write the algorithm on a piece of paper. The teacher picks one pupil that has written the right code to code the Blue-Bot.

Follow up 2: additional challenge to be given to more confident pupils

Only allow the Blue-Bot to turn in one direction (only turn left or turn right).



# Guess the sound sports



YouTube Video:  
<https://www.youtube.com/watch?v=1qY4uCrcZkl>

## START

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table tennis



















