

Using these slides

Hidden Slides

This slide is hidden. You can tell it's hidden because there's a faint line through the slide number.

There are other hidden slides in this deck. The idea is for you to customise the presentation to suit you and your audience. We've hidden some slides because they might be considered extra information that not everyone needs in the launch lesson. But you've got the information for your own reference, or if you've got more lesson time available or if one of the pupils asks you a question on it.

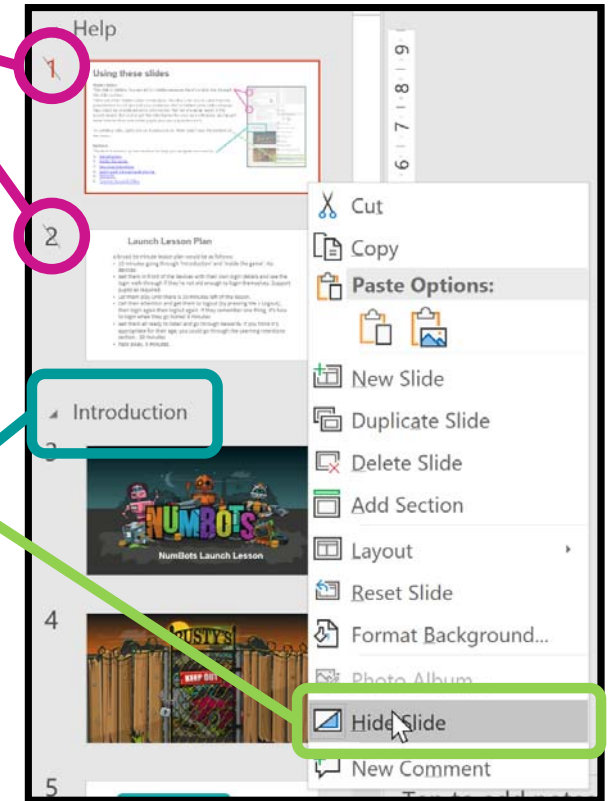
To unhide a slide, right click on it and press on "Hide Slide" near the bottom of the menu.

Sections

The deck is broken up into sections to help you navigate more easily.

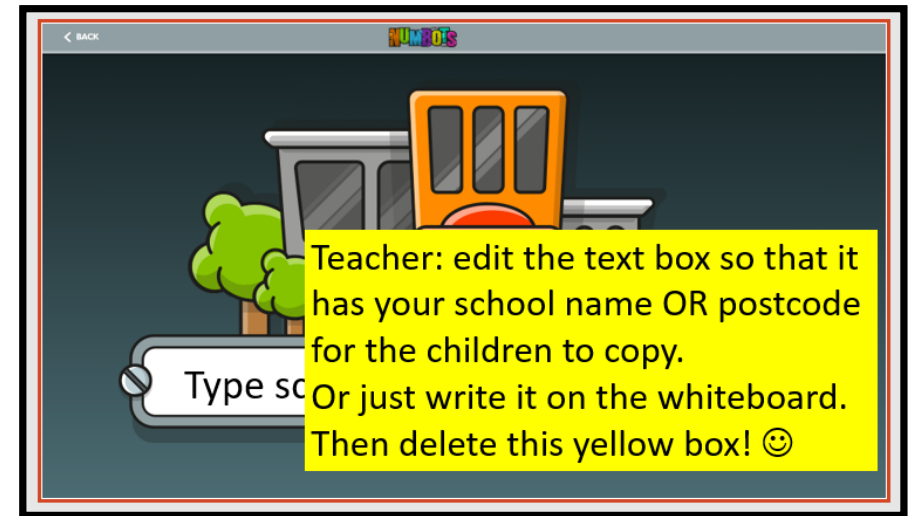
Menu

Use the menu to take you to the relevant sections. You can click on the [Menu] link in the top right of every screen to return to the menu.



ATTENTION!

Please enter your school name or postcode in the text box on slide 34 for the children to copy when logging in for the first time.



Launch Lesson Plan

A broad 50 minute lesson plan would be as follows:

- ① • 10 minutes going through '**Introduction**' and '**Inside the game**'. No devices.
- ② • Get them in front of the devices with their own login details and use the '**Login Walk-through**' if they're not old enough to login themselves. Support pupils as required.
 - Let them **play** until there is 20 minutes left of the lesson.
 - Call their attention and get them to logout (by pressing Me > Logout), then login again then logout again. **If they remember one thing, it's how to login when they go home!** 5 minutes
- ③ • Get them all ready to listen and go through '**Rewards**'. If you think it's appropriate for their age, you could go through the '**Learning Intentions**' section. 10 minutes
 - Pack away. 5 minutes.

NUMBOTS Menu

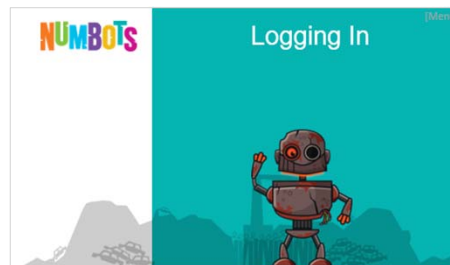
Before pupils
use NumBots



10 mins



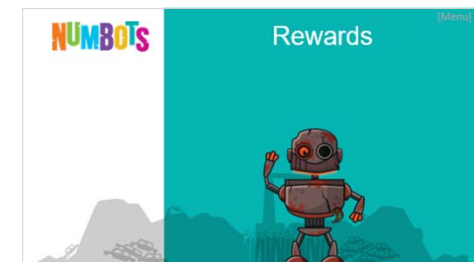
At the point pupils
start on NumBots



20 mins inc play



After pupils have
played on NumBots



20 mins inc pack away



NumBots Launch Lesson

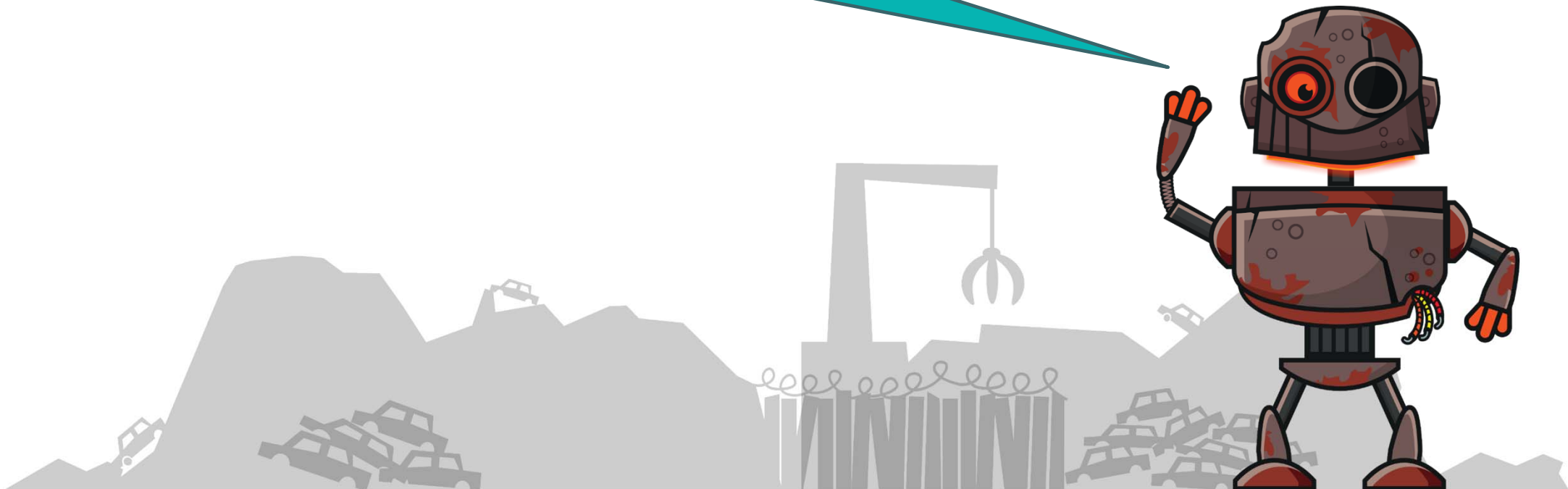


[Menu]

Would you like to
watch that again?

Yes

No



What can you
remember from
that story?

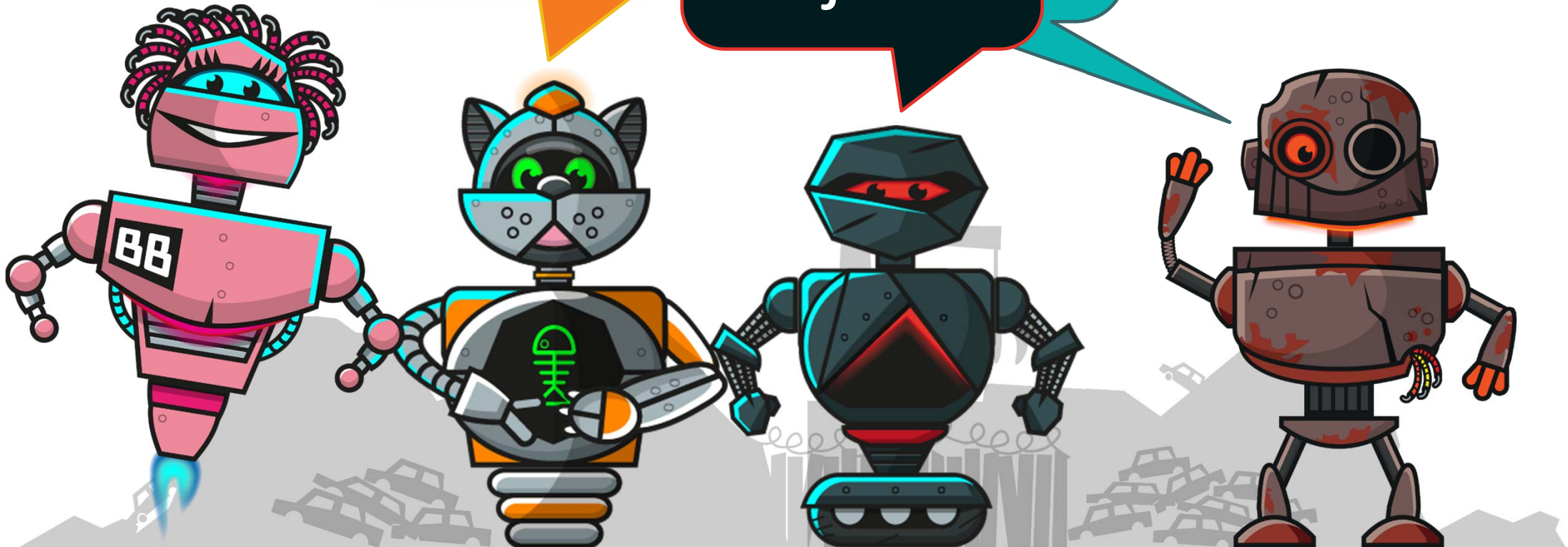


I'm
BettyBot.

I'm
KittyBot.

I'm
NinjaBot.

er
s?



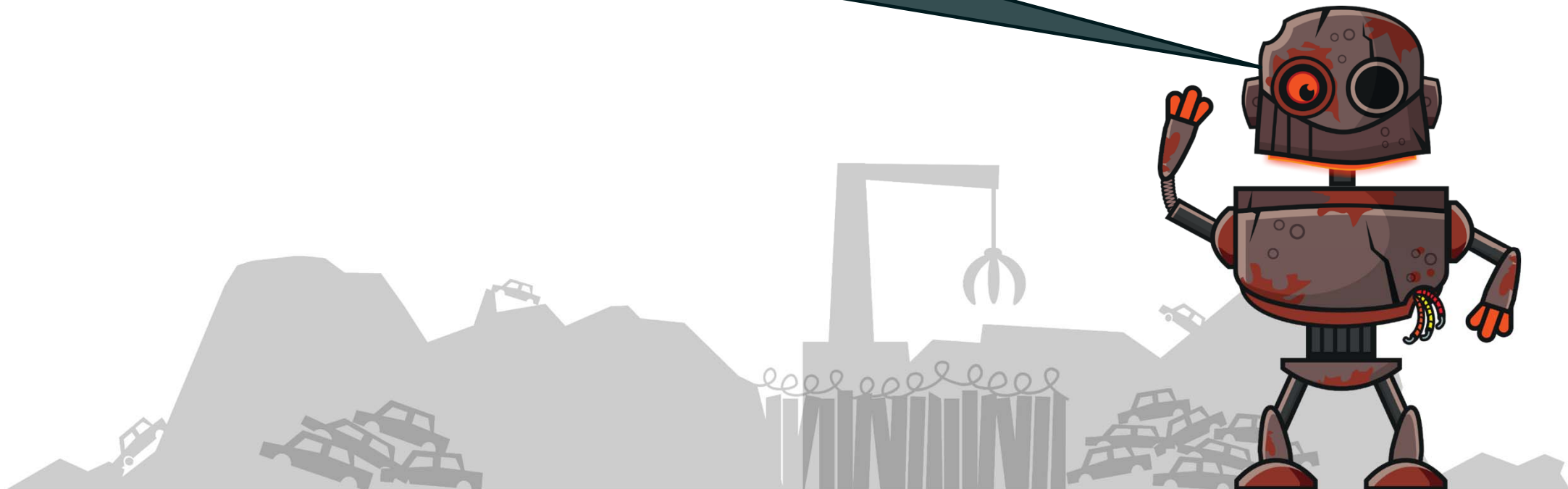
Can you think of other
words for 'upgrade'?



What do you
think I mean?



Shall we take a
closer look at **NUMBOTS**?





NUMBOTS

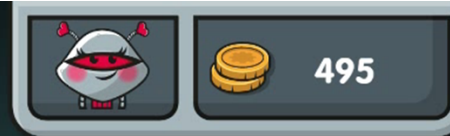
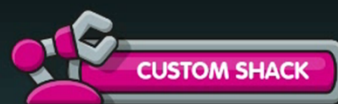


[Menu]

We all begin on Story mode.

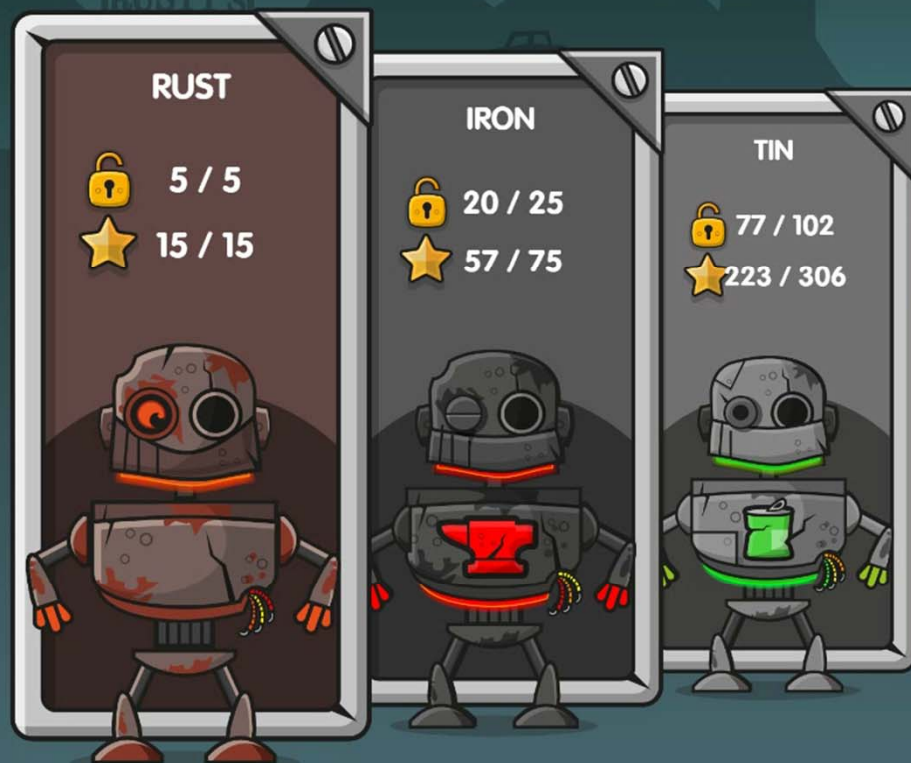
Click Story now.





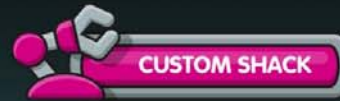
[Menu]

These are called Stages.
There are 18 Stages.



Next slide



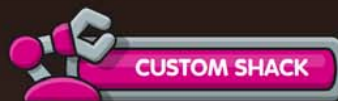


495

[Menu]

Press on Rust





[Menu]

RUST

Press Level 1



[Menu]



RUST 1

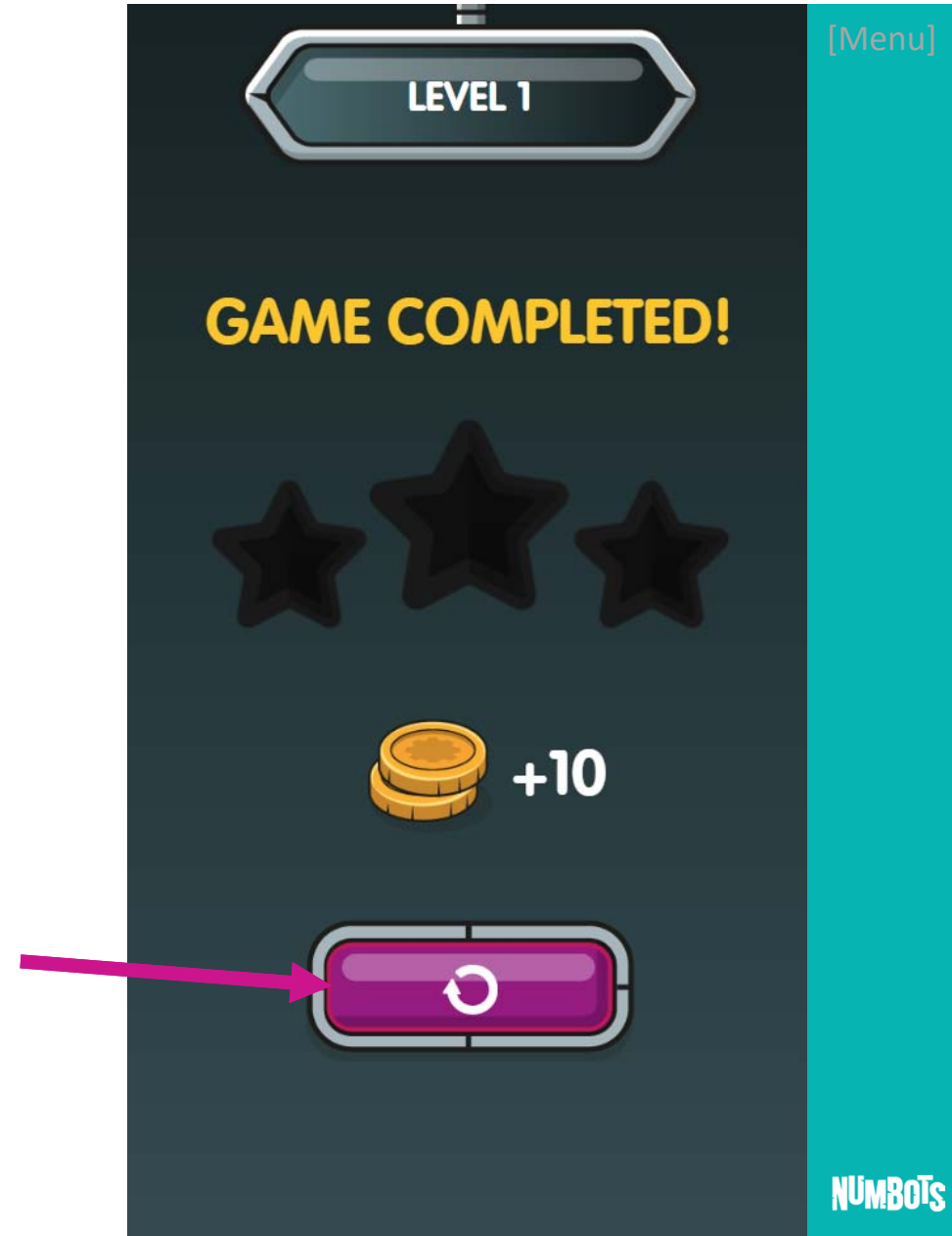


How many cogs in total?

?



At the end of
the level you will
Earn 2 or 3 stars
see how many
to unlock the
stars you earn.
level.
Have another go.



40 coins → 1 star



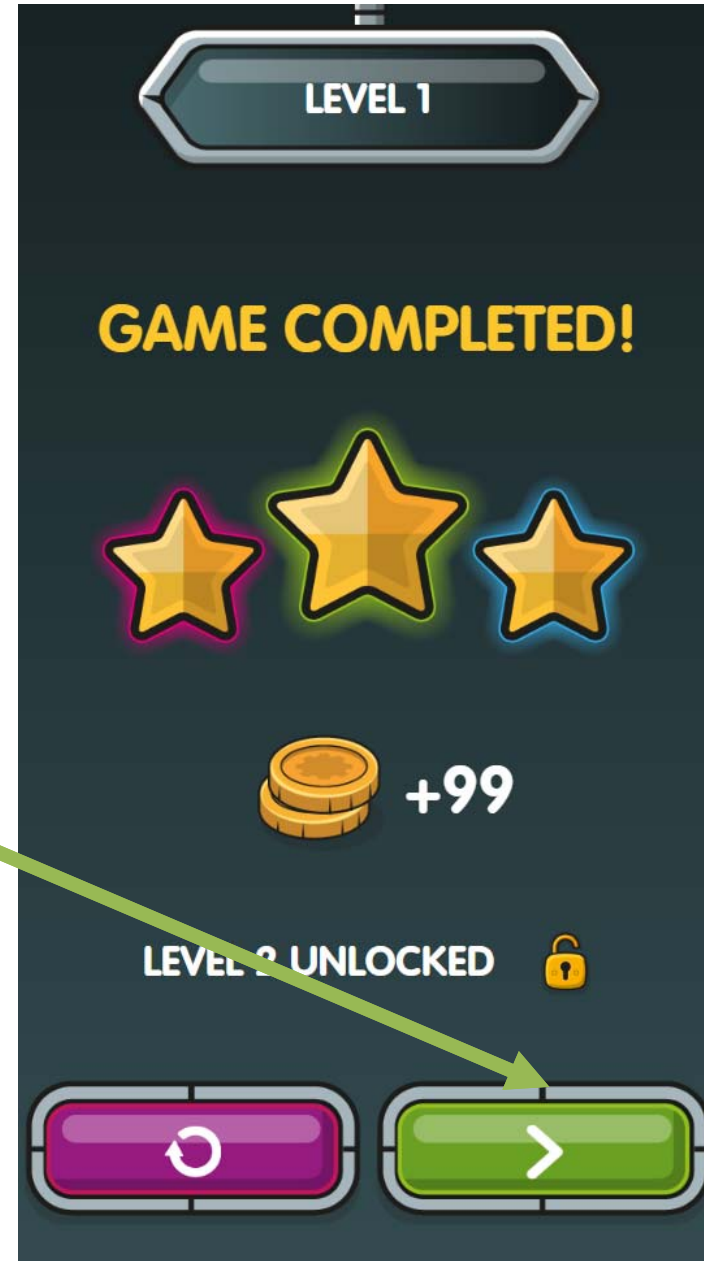
60 coins → 2 stars



70 coins → 3 stars



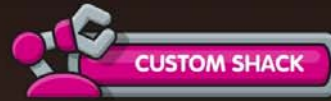
What do you
think this
button does?



[Menu]



NUMBOTS



[Menu]

RUST

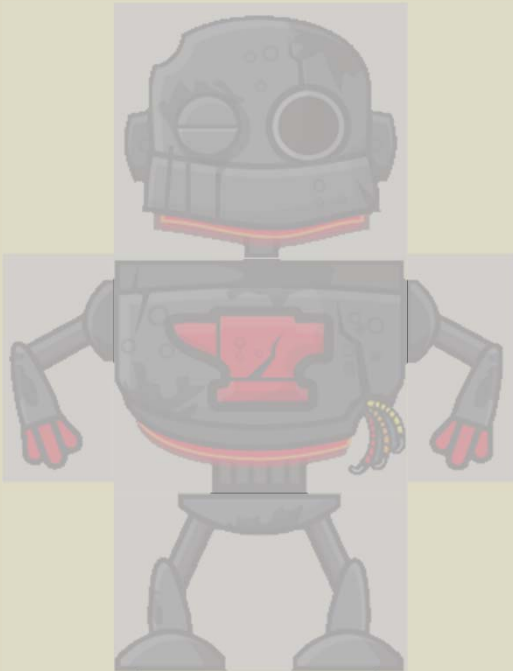


Why did 2 & 3
not unlock?



RUST

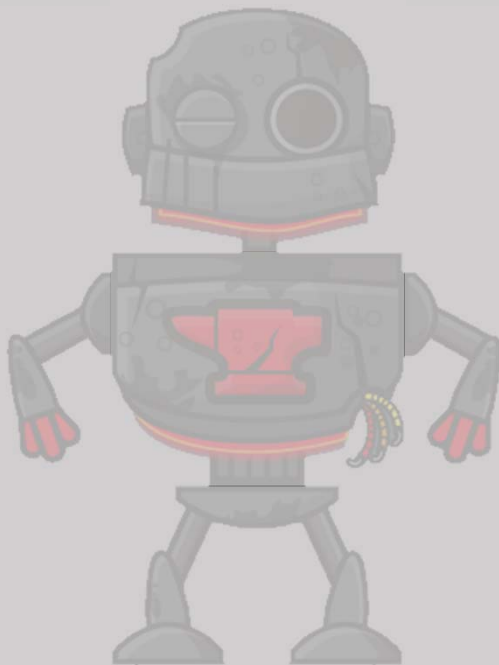
Iron



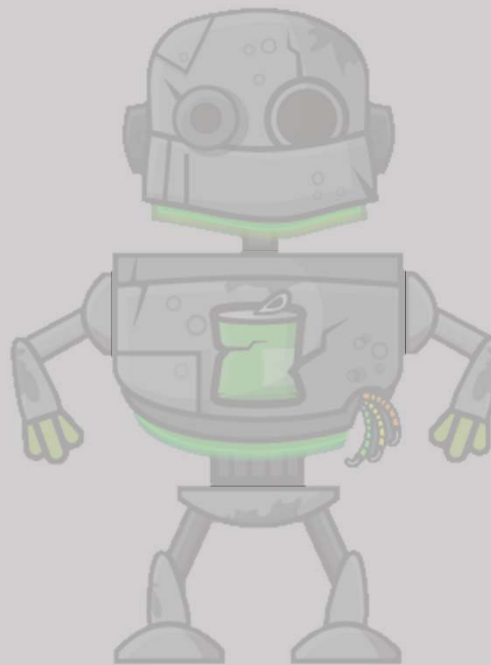
	3	4	5	6	7
	10	11	12	13	14
	17	18	19	20	21
22	23	24	25	26	27
28	29	30			

In every Stage, you earn parts to upgrade Rusty.

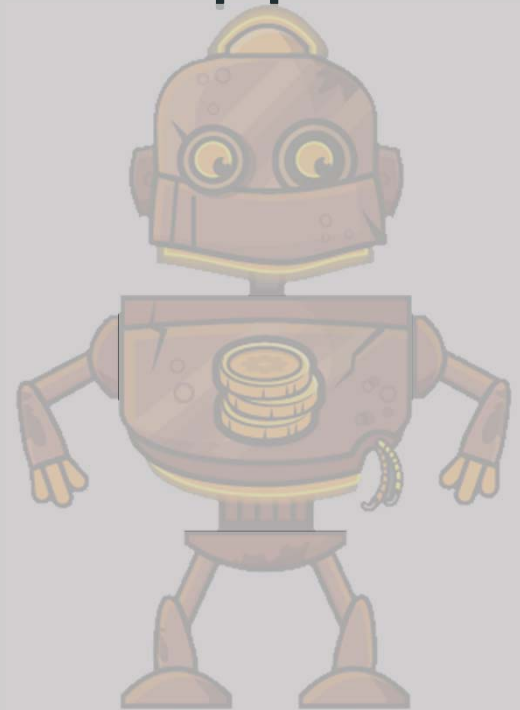
Iron



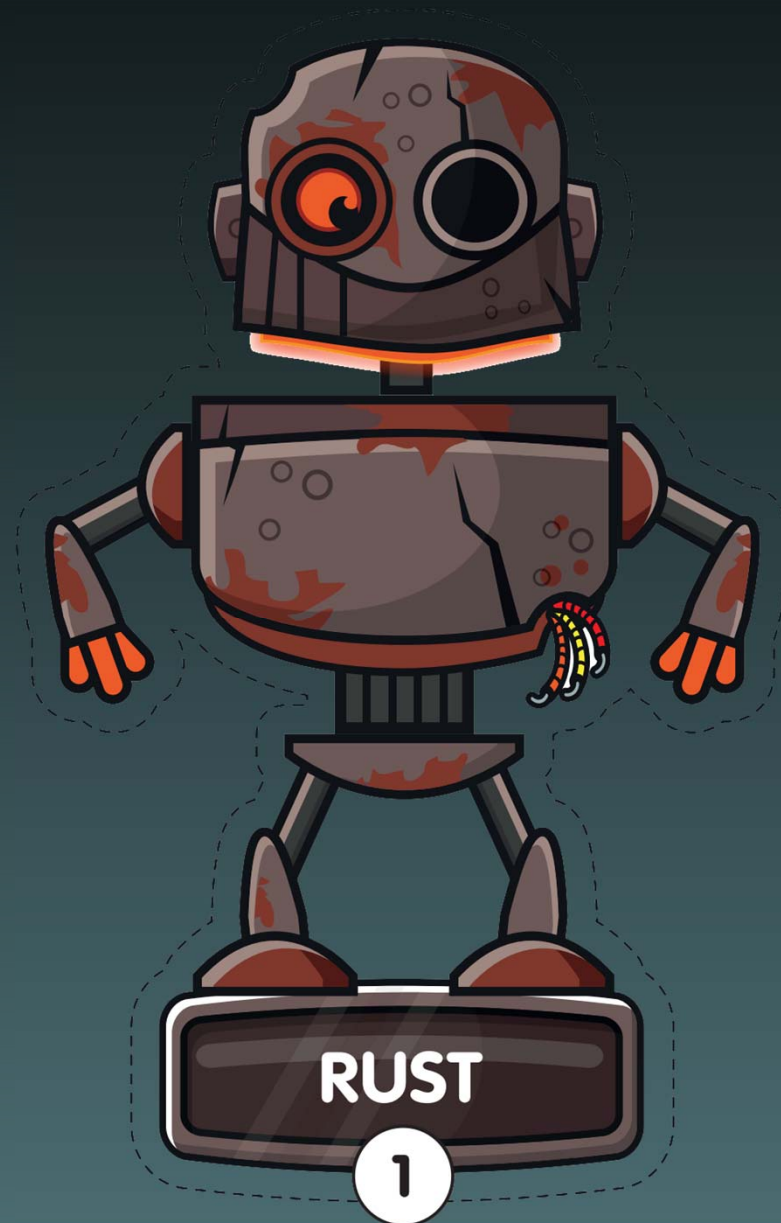
Tin



Copper



Here is
Rusty
upgrading at
the end of
each Stage.



At this point, it's usually a good time to get the pupils logging in.

They need to navigate to **play.numbots.com**



[Menu]



Click on Challenge

20 levels

Different
skills

60
seconds



Correctly
answer as
many as
you can

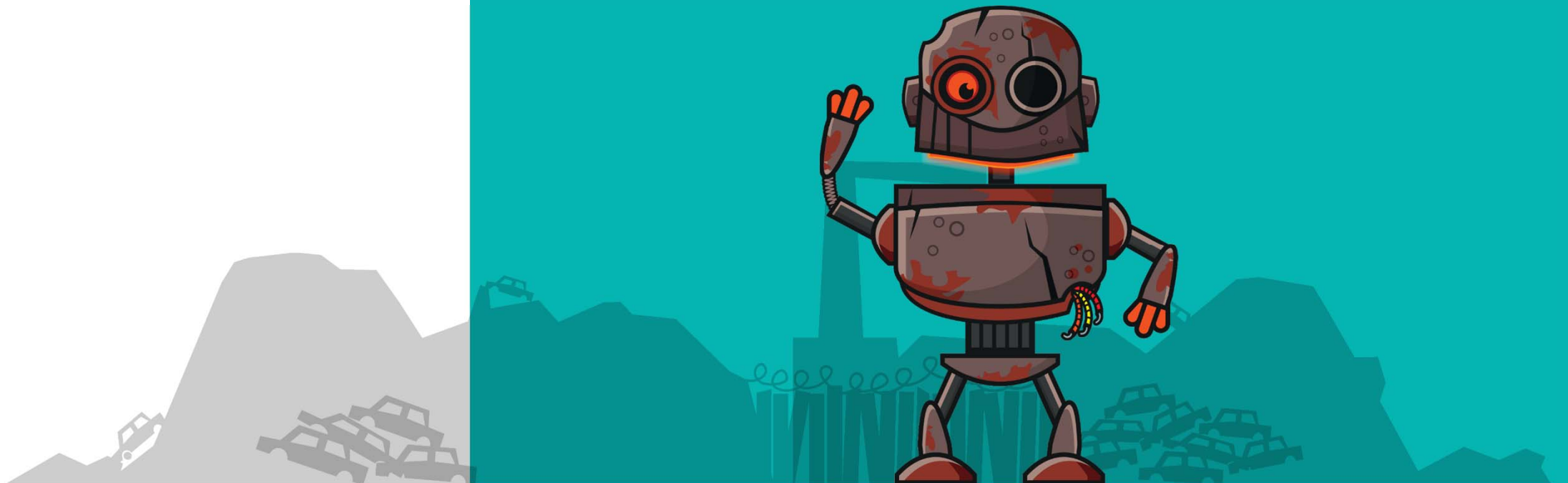
Correctly
answering
12 questions
unlocks next
level



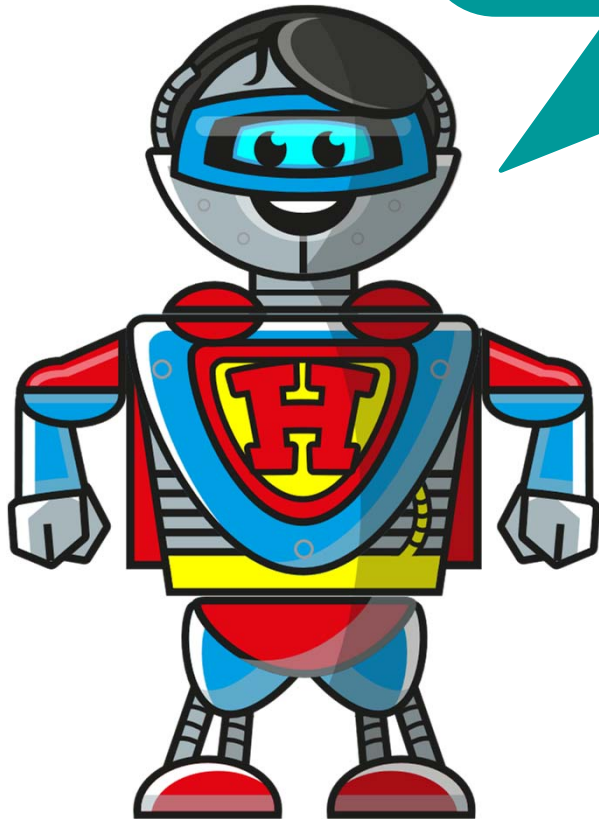


[\[Menu\]](#)

Logging In



Watch closely so that
you know what to do.



[Menu]

Logging In



NUMBOtS

WELCOME TO

NUMBOTS



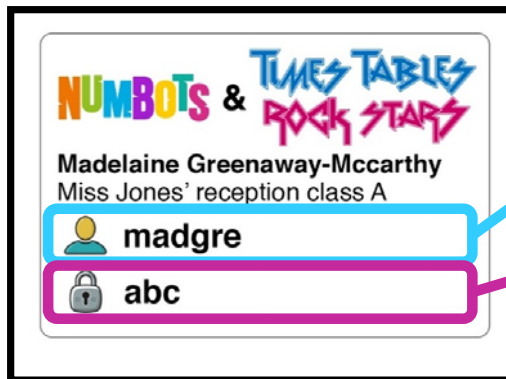
[← BACK](#)






B23 6QL


Example label



Your turn!

Ossory Academy

 madgre

 abc

Next

[Not your school?](#)

[Menu]

Logging In



NUMBOTS



B23 6QL

Step 1

Choose your Bot!
There are 3 to
choose from.



Step 2

Choose your
Bot name.
Once you have
saved your
choice, you
cannot change
it later.

Please select player name!

Select

Select



[Menu]

Step 3



Click on Story
to begin!



< LEAVE GAME



PLAY

LEADERBOARD

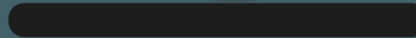


ME

LEVEL 1



0/4



0

[Menu]

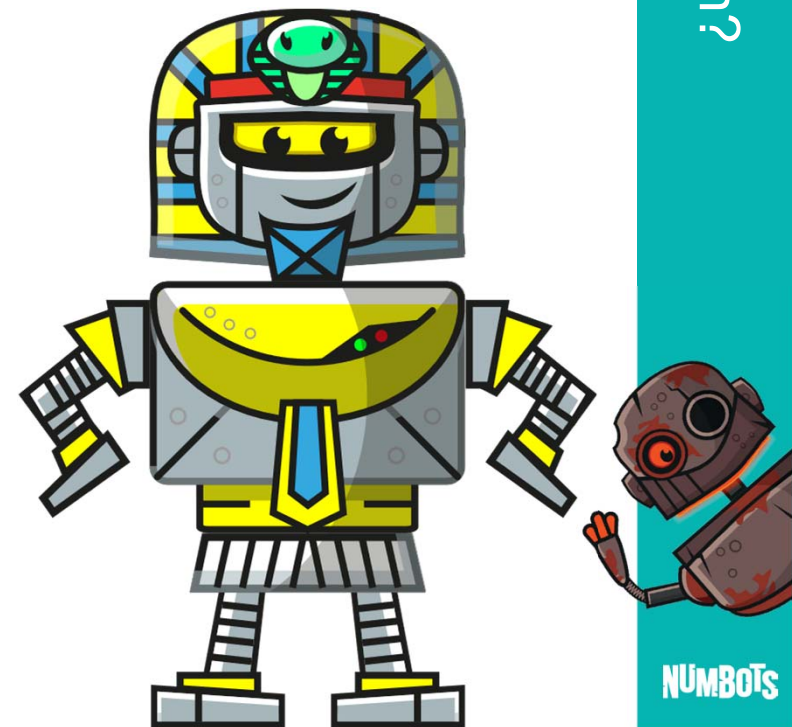
How many cogs in total?

2

Remember to
press ENTER
after you type
your answer.



How did we get on?



[Menu]

How did we get on?

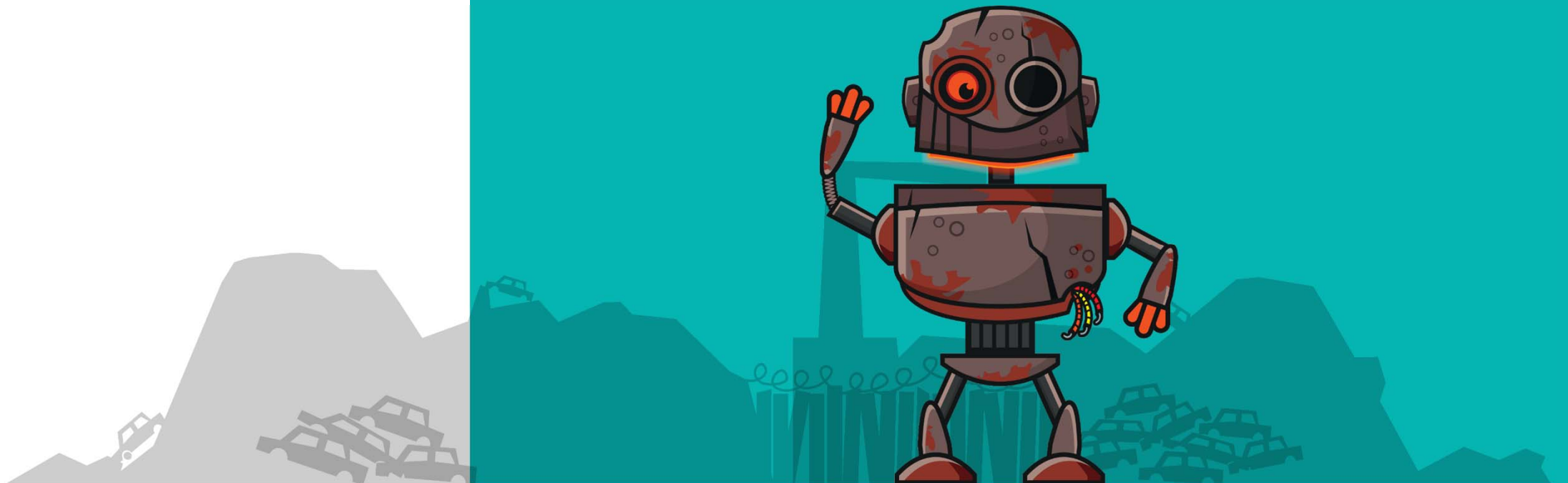
NUMBOtS

We suggest coming back to this part of the slide deck *after* they've been play a while or even in a follow up lesson.



[\[Menu\]](#)

What are we learning?



ADDING & SUBTRACTING

Four panels illustrating addition and subtraction concepts:

- Panel 1: A circular button with the number 10. An arrow points right with the text "3 more" and another arrow points left with the text "3 less".
- Panel 2: A number line from 10 to 16. A green dashed arrow starts at 10 and points to 15, labeled "+10". A red dashed arrow starts at 15 and points to 12, labeled "-3".
- Panel 3: A visual representation of $10 + 5 = ?$ using 10 orange blocks and 5 blue blocks.
- Panel 4: A grid showing the equation $10 + 4 - 1 = ?$.

NUMBER BONDS

Four panels illustrating number bonds and decomposition:

- Panel 1: A number bond diagram showing 10 as the whole and two unknown parts.
- Panel 2: A number bond diagram showing 10 as the whole, decomposed into three parts: 5, 5, and 10.
- Panel 3: A visual representation of $10 + 5 = ?$ using 10 blue blocks and 5 orange blocks.
- Panel 4: A number line from 0 to 100, showing a sequence of yellow blocks (10, 20, 30, 40, 50) and orange blocks (60, 70, 80, 90, 100).

COUNTING

Four panels illustrating counting and number sequences:

- Panel 1: A grid showing the equation $3 + 5 = ?$ using 3 blue blocks and 5 yellow blocks.
- Panel 2: A number line from 0 to 8, showing a sequence of red blocks (1, 2, 3, 4, 5, 6, 7, 8).
- Panel 3: A visual representation of $10 + 5 = ?$ using 10 blue blocks and 5 orange blocks.
- Panel 4: A 10x10 grid showing a sequence of numbers from 1 to 100.

[Menu]

Learning Intentions



NUMBOTS

Why are we
learning
these things?



Then the
even more
fun stuff!

Even more
fun stuff!

Adding &
subtracting

Number bonds

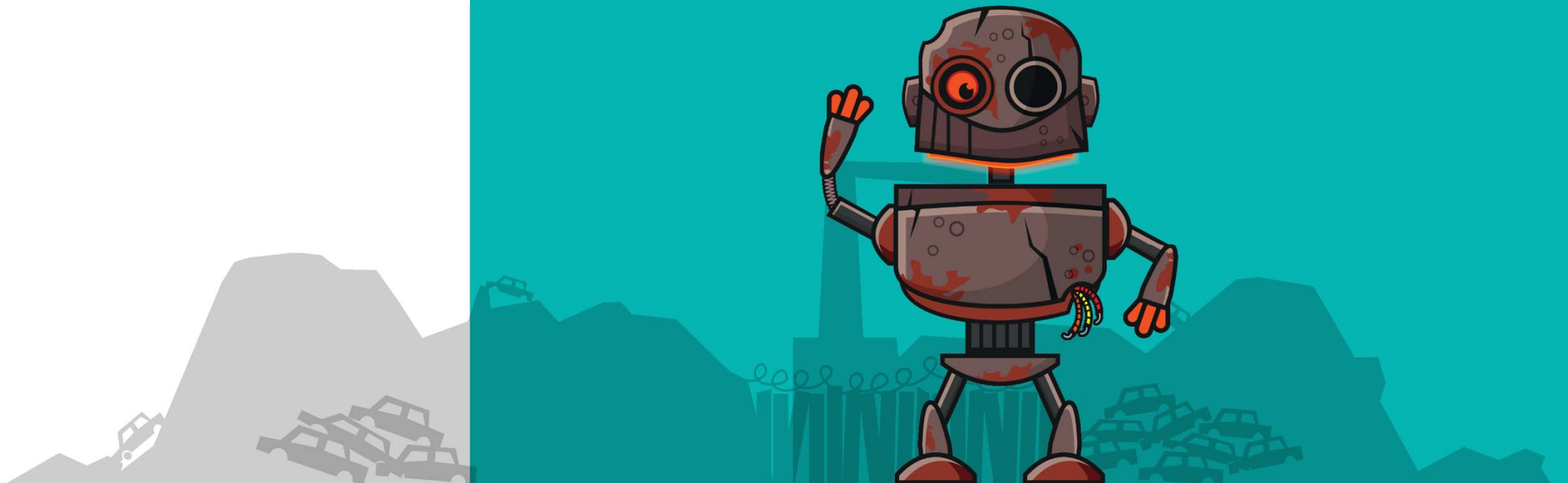
Counting





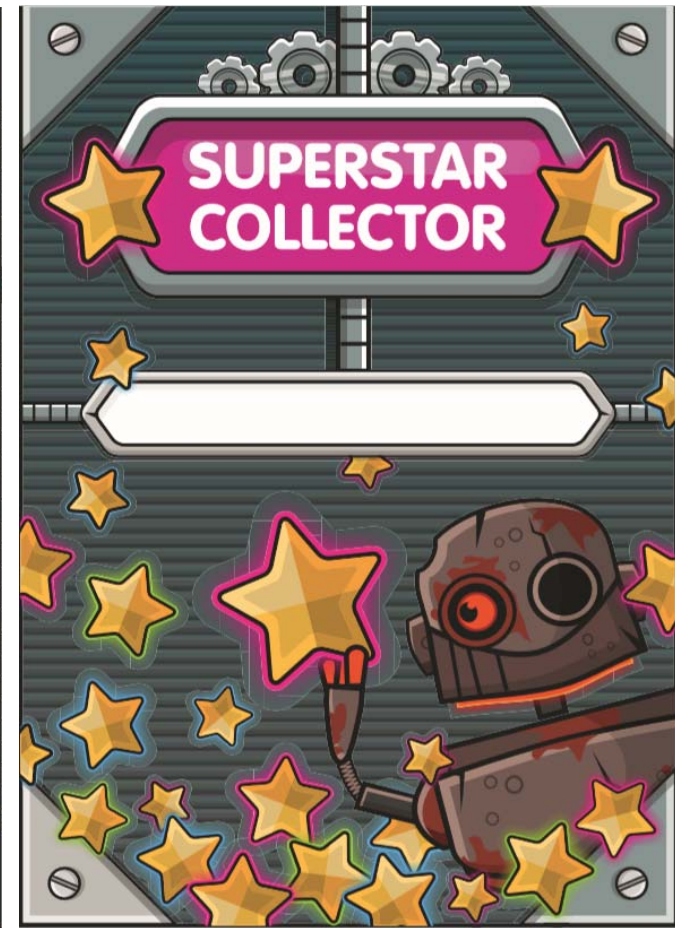
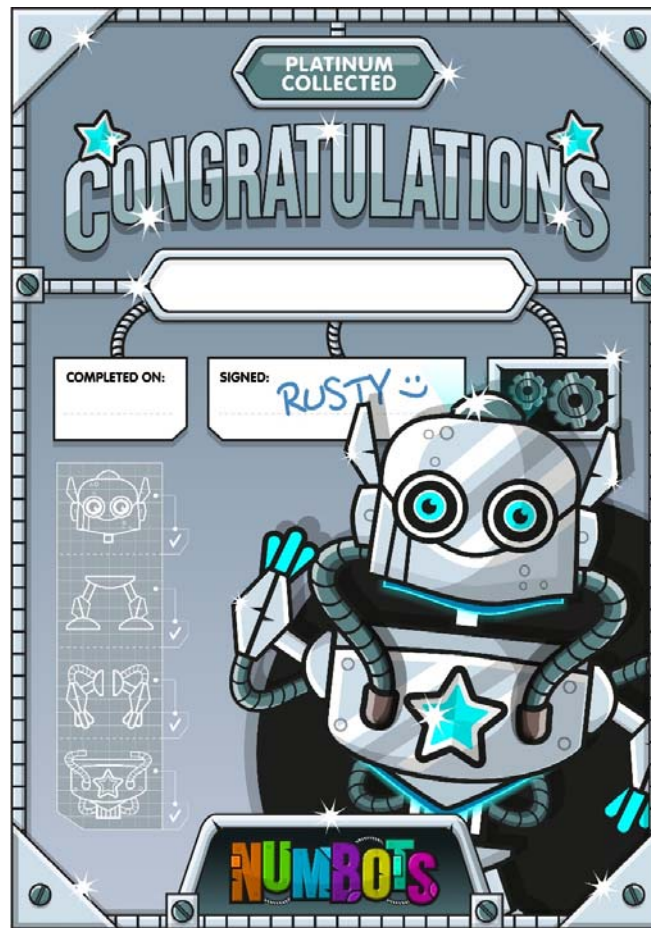
[\[Menu\]](#)

Rewards



Certificates

[Menu]



NUMBOTS

Badges



< BACK



LEADERBOARD



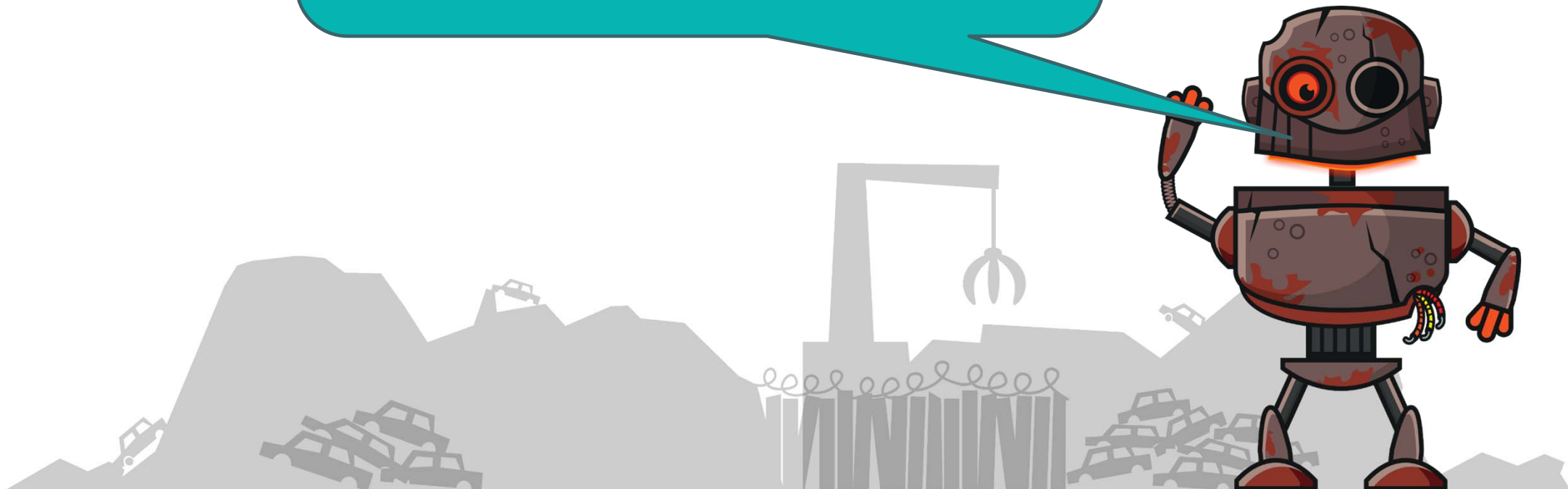
ME

880

[Menu]



Wahoo! Addition and subtraction solved!



NUMBOTS

Helping you and Rusty
to shine like a diamond!

